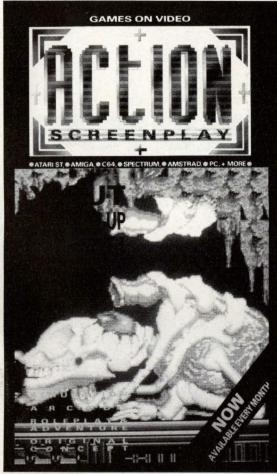
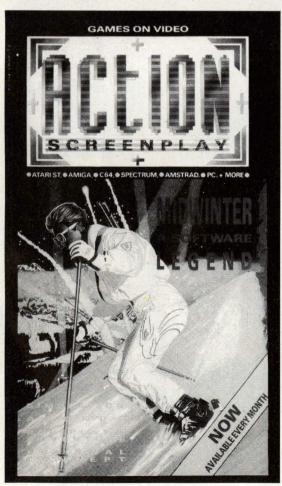


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FEATURES!!!

BOGGIT'S DOMAIN	15
COMPETITIONS12, 52,	
GIVING THE GAME AWAY	
DIARY OF A GAME	
GALLERY	
GRAPHICS	
NEWS	4
READERS LETTERS	.20
SUBSCRIPTIONS	

REVIEWS!!!

BLACK TIGER	84
BUDOKAN	32
CLOUD KINGDOMS	78
CRACKDOWN	
DYTER-07	40
E-MOTION	
GRAND NATIONAL	
INFESTATION	
KID GLOVES	
KNIGHTS OF THE CRYSTALLION.	
LOST PATROL	
MANCHESTER UTD FC	
PIPEMANIA	
RISK	
SCRAMBLE SPIRITS	
SINGE'S CASTLE	
SOLDIER 2000	
SPACE HARRIER 2	
STAR-BLAZE	
TV SPORTS BASKETBALL	
TYPHOON THOMPSON	24

CREDITS:

INTERACTIVE PUBLISHING LTD, 'LATHAM HOUSE', QUARRY LANE, CHICHESTER, W SUSSEX. PO19 2NY. TELEPHONE: (0243) 532828 FAX: (0243) 533070

PUBLISHER: HUGH GOLLNER **EDITOR: STEVE MERRETT** ART PRODUCTION: CHRIS STEVENS **DIGITAL REPRO: JANE GOLLNER** CONTRIBUTORS: DOUG JOHNS. ALEX SIMMONS ANDY MITCHELL,

SUBSCRIPTIONS: 051-357 1275

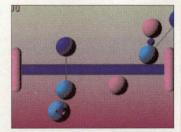
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into one playable package.





E-MOT

U.S. Gold have always been associated with licences, but E-Motion proves they

they can still hold their own when it comes to originality.

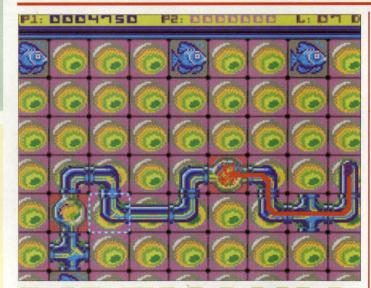


BUDOKA

Converted from the impressive PC version, Electronic Arts' Budokan rolls every sort of martial arts game







Harking back to the days of Confusion and other the other playable puzzle games, of old Pipemania is a maddeningly

addictive puzzler that kept us busy for ages.



KID GLOVES

Cutesy, cutesy running, jumping and killing (killing?) fun in Millenium's

new platform romp, starring himself







NIGHTS OF THE CR

With very little pre-release hype, U.S. Gold stur us again this month, as they release this unusual but thoroughly playable RPG.





HI THERE LITTLE CUTEY...

Have you noticed that, just recently, games that rely more on playability than flashy graphics and sound are starting to reappear? And, I must say, that I feel it is definitely a turn for the better. Games, such as Rainbow Islands, New Zealand Story Bubble Bobble and Pipemania, whilst not impressing us with their presentation are keeping us glued to our monitors for almost twice as long as the all singin', all dancin', graphic extravaganzas we are used to seeing, and almost certainly offer better value for money. I'm not saying that games that don't feature cute graphics or simplistic yet addictive gameplay aren't worth the money but there is something about the aforementioned games that keeps you coming back for more - and this addictivity had been sorely lacking recently (with the odd exception). Let's just hope that the software companies now start concentrating on the gameplay THEN adding the graphics - if so, we're in for a treat.

GRAND NATIONAL

Elite are under starter's orders as

their conversion of an aincient 64 game finally hits the Amiga.







Sigourney Weaver meets those nice chaps from

Liverpool, Psygnosis, in this 3D masterpiece based around the classic film, Aliens.



LOST PATRO

Experience all the perils of the horrendous war that needlessly claimed so many lives, as Ocean drop you and six colleagues into

a jungle filled to brim the with dangers.





Well, quite a lot actually! First of all, there's a chance to win a superb two week holiday in Japan, and then there's a chance to go on a paintball shoot-out with us one weekend.

Finally, Gremlin are offering a CD player.

elp Rick complete his que before the long-awaited



Rick Dangerous, the star of what must rate as one of last year's best platform games, has had his task made easier. A lot of people complained that they couldn't get very far in Firebird's epic, so, in response, the warmhearted chaps are releasing a version in which you can select your starting level. Owners of the original will then be able to swap their old game for a new one for a small fee



level in Rick D. courtesy of

As soon as the licence was announced, I think that practically everyone had guessed that Ocean would get the rights to convert it, and indeed they have. No details yet as to who will be programming this superb follow-up to the original Chase, but considering the many added features in the coin-op (weather conditions and the like) whoever they are willa have their work cut out for them. It will probably be a Christms release, so don't hold your breath!



Chase HQ - don't hold your breath for the sequel!

NAMIC RECRUIT ASTRO MARINE

Following on from the AAawarded adventures of Jungle Rogers in After The War, Dinamic are once again set to attack our Amigas with Astro Marine Corps, a vertically and horizontally-scrolling shoot emup with you assuming the role of a member of the Corp. The plot revolves around the rounding up

and eventual destruction of a group of alien criminals who go Deathbringers. Having united into a powerful army, these crooks are out for domination of the galaxy, and you have been sent out to wipe them out. You begin the game armed with nine different weapons, including

the name of the

flamethrowers, lasers and a gun that annihilates anything in its path, and you must traverse the alien-filled terrain blowing away anything that attacks you.

The game is split into six levels, with one of the members of the Deathbringers waiting at the end, and, as in After The War, you must basically kill everything, and pick up useful items that dead enemies leave behind. Featuring 32 colours on the screen and a soundtrack that is believed to run for twenty minutes, A.M.C. should be in for review within the next few weeks



Armed with a T.E.D. (Totally Effective Discharge) gun, our lone corp member blows away the many criminals that attack



Comparisons to After The War are bound to be made, but the members of Dinamic's Astro Marine Corps. looks as if they could eat War's hero, Jungle Rogers, for breakfast!

Mentioned briefly a month or so back, Activision's Ninja Spirit is due for release next month. Converted from the Irem coinop, the game's scenario is strange to say the least. As a wolf, for some reason you have been changed into a ninja fighter, and must travel across seven vertical and horizontally scrolling levels, offing enemy ninjas and warriors as you go You begin the game with four separate weapons, including throwing stars and sticks, and along the way enhancement weapons can be collected to improve whatever weapon you choose. In addition, certain enemy soldiers relinquish a scroll when killed, and collecting this scroll adds the Ninja Spirit of the title to your inventory. Effectively a ghosts image of



In the middle of the night, our wolvine hero comes face to face with one of the many warriors he will encounter during the level.

your character, the spirit proves invaluable when it comes to fighting, as it doubles your firepower. Finally, when you come to the end of a stage, you must engage a giant enemy in combat and beat him before the time limit expires. Do this seven times, and you go back to being

a wolf(!). A few things still need doing to the Amiga version: for instance, the sound has yet to be added and the scenario still hasn't been worked out (after all, you must admit it is a bit weird!). but we hope to have a review next month.



With the help of a pair of sticky boots, our hero can run along the ceiling as well as along the ground, making avoiding spikes and ninjas much easier.

The Ninja, vet to collect his supporting spirit, prepares to do battle with the guardian at the end of the fourth level.





music, save the Earth from a classical catastrophe. Classical music (yuk!) in its

most tortureous form has overrun the world. With monsters so hideously hideous, so exaggeratingly evil, so barbarously bad, it's slowly destroying the last traces of the only great music... Rock'n'Roll. JUMPING JACK SON is our only hope.

As quick as a flash, find out the "timeless classic", the "golden oldie", the records which made Rock'n'Roll. And, of course, the first 45 cut by the King himself, Elvis Presley. All these records must be placed where they belong... THE JUKE BOX.

JJS is the fulfilment of technical performances. More than 27 colours on the main game screen (on both Amiga and

Atari!), and up to 100 colours on the other screens. And don't turn a deaf ear! JJS also has 400 kb of Rock'n'Roll and FX sounds.

JUMPING JACK SON is a Magical, Musical, Visual, Mystery Tour... An ear splitting, eye popping adventure.

JUMP at the opportunity and

JIVE into the action.

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INFOGRAMES

FOOELL'S GOLD

Ha! Ha! Ha! April Fool! Thanks to everyone who wrote in enquiring when Steve The Ed's mega game will be released, and by whom, but unfortunately the answer is never, as Steve has all the programming talent of a battery hen! However, many of you rang the office stunned that Steve was working on such a mega title, and were wnquiring when it would be released. The game, in case you every style of gameplay in it, whilst revolving around one lone droid's quest as he attempted to destroy the Ridley Sctott style aliens that inhabited the decks. We even gave it an obvious name to see if you would fall for it! Still, it obviously worked, so many thanks to Ian Harling for his brilliant mock-



Fooell's Gold the mega con-

Coming soon from french innovators, UBI Soft, is Fred, arcade/adventure portraying the misadvcentures of our a dippy knight. After a long battle with our hero as the victor, Fred's boasting was stopped by a passing witch who consequently shrunk our hero's size by half. In order to regain his full height, Fred must make his way through nastyfilled screens until he eventually comes face to face with the spellcasting witch. The game is split into several flick-screen areas, and Fred can move in and out of these screens as well as along, whilst battling the enemy. It'll be reviewed next issue, and will cost



SNIPPETS - OLY MOLEY!

After an absence of nearly three vears. Monty Mole has returned. Owners of Amstrads, 64s, Spectrums, and even the C16(!), will remember Monty well, as he was the star of some of the best platform games the 8-bit ever housed. He started his career in one of Gremlin's first games, Wanted Monty Mole, way back in 1984, and such was the topicality of the game's subject matter (the infamous miners' strike) that the small rodent was featured on ITN's News at Ten. The game was an arcade/adventure in which you guided Monty through loads of platform-laden screens in an attempt to collect coal and ballot papers with which you could foil the strike. Gremlin followed Monty's adventures with two sequels in a similar vein, Monty on the Run and Auf Wiedersehen Monty (not to mention a number of unrelated games, starring some of Monty's mates, Sam Stoat and a dam-building Beaver), both of followed Monty's which adventures as he fled the country after the trouble he caused in the first game and, subsequently, his



Although the people behind the original Monty, Pete Harrap and Co. (now at Teque), aren't producing Impossamole, the game is in the capable hands of Core, who were responsible for past platform hits, such as Switchblade and, of course, Rick Dangerous.

misadventures as he attempted to steal enough money to support his jet-set lifestyle as a tax exile.

Then, all of a sudden, everything went quiet on the Monty front. Perhaps he didn't need to risk his neck jumping over meanies for cash any more, or perhaps he just went on to better things. Whatever he did, nobody knows, but now he has returned in the long-overdue segment in the Monty series - Impossamole. Whilst relaxing on his newlybought desert island, our little furry friend was rather surprised to receive a visitor. It wasn't the old bill or a tax inspector: instead, it was a god-like being who told Monty that he had been selected to save the world from the unwanted attentions of five evil



There are four levels to Impossamole, and Monty will find himself encountering all sorts of wandering nasties as he explores areas, such as the mystic East, the Klondike, and the Amazon. Shown here are a selection of meanies, including a Bounty Bob lookalike from the Klondike and the orient's deadly martial arts experts and sumos!





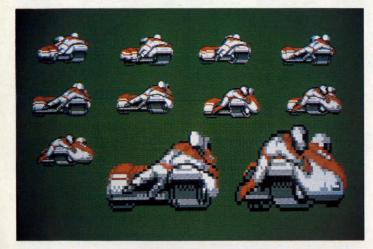
To help him in his unenviable task, Monty has been given super-powers that enable him to jump higher than ever before. Likewise, as a superhero (supermole?), he has even added a red cape to his familiar blue tracksuit.



In some situations, Monty cannot avoid contact with the deadly meanies that patrol the platforms, so he must pick up strategicallyplaced weapons and blow them away!

MONTY'S BACK!

Gremlin are boasting that Combo Racer's update is the smoothest yet and, as you can see here, a lot of attention has gone into the animation - could they be right?



guardians. These super-beings had appeared from nowhere and were preparing for a five-prong attack on the world. For his troubles, Monty has had superpowers bestowed on him, and these will help him make his way through the five levels that make up the game, and eventually destroy the guardians. All that

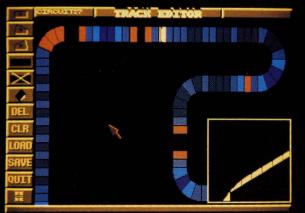
remains then is to collect the objects the guardians drop when killed and store them away for the game's thrilling conclusion - but knowing Monty and the monsters he has encountered before, it won't be easy. Impossamole will be reviewed next month, and will be priced at £19.99.

As well as re-employing Monty,



As you explore the confines of Gremlin's BSS Jane Seymour, expect the unexpected not to mention a whole host of strangelooking mutants, including this would-be John Travoltal

Combo
Racer
features a
built-in
track
designer,
which
allows you
to create
an almost
infinite
number of
tracks.





As with most games of this ilk, you are treated to two views of your bike: the first is a first-person view from behind the bike, and the other shows details of your speedo and revs.

Gremlin's new line-up features BSS Jane Seymour and Combo Racer. Federation Quest One -BSS Jane Seymour, to give it its full name, is set within the dark confines of a radiation-soaked space vessel. After a freak accident, the Biological Survey Ship, Jane Seymour, was doused in deadly radiation and its crew were either killed or mutated into shambling mis-shapen creatures. However, all this is unknown to the Earth authorities who, in their infinite wisdom, have despatched you to check out the ship's distress call. Your orders are to repair the ship's systems, capture any of the creatures that are wandering around, and finally fly the ship back into Earth orbit. In all, there are over thirty creatures to contend with, and as you search Jane's bowels (oo-er, I couldn't resist that!) the ship and its contents are all viewed in thirdperson perspective, with any relevant stats surrounding the play area. With the ability to program robots to do your dirty work, and a hundred or so rooms to explore, BSS Jane Seymour could be one to watch out for. It'll be out in March at Gremlin's usual price of £19.99.

In the past, there have been plenty of motorbike games - Super Cycle, Honda RVF et al - but Gremlin are claiming to have produced the first motorbike and sidecar game. Set over eight

tracks and featuring a different variety of landscapes and Combo opponents. Racer has you roaring through numerous tracks, in an attempt to beat time records and opponents. There is also a track editor included in the program, and this allows you to create an almost infinite supply of tracks. Not a lot else is known, but you'll be able to see for yourself when it is released in April.

SNIPPETS

HEWSON CATER FOR Grunt'n'Groan Fans

ans of those over-weight, bad actors who call themselves wrestlers will be pleased to hear that Hewson will be releasing International Championship Wrestling. Imported from the States, Wrestling features all the bone-crunching action that you expect to see in the ring. Using the joystick to control your Yfronted fighter, you must dispose of opponent after opponent as you attempt to lift the chamion's belt. With characters, such as Hulk Hogan, dominating the air waves in the U.S., you can also expect a few odd-balls to wrestle in Hewson's ring, and there will probably be a few fouls and below the belt moves and punches if the ref isn't looking! The game is virtually complete, but just missed a review for this month. But stay tuned for next month, when the AA crew don their funny undies International Championship Wrestling to the



INFOGRAMES SET The Ball Rolling

In a new twist to the ball game genre, Infogrames are set to release a game in which you must guide a small spheroid through a number of tubular mazes. Various nasties and obstacles are out to stop your progress, and care must be taken not to roll into a dead end. It'll be out within a month or two, priced at £19.95.



Spherical mayhem Infogrames' newie.

RF CI

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CONTINENTAL CIRCUS 13.99 PAUL GASGOINE SUPER SOCCER 16.99 CRAZY CARS 2. 16.99 PHOBIA 9.99 CYCLES 16.99 PHOBIA 9.99 CYCLES 16.99 PHOBIA 16.99 DAILY DOUBLE HORSE RACING 13.99 PIPEMANIA 16.99 DAILY DOUBLE HORSE RACING 13.99 PIPEMANIA 16.99 DARK CENTURY. 16.99 POPULOUS NEW WORLDS 6.99 DARK CENTURY. 16.99 POPULOUS NEW WORLDS 6.99 DARK CENTURY. 16.99 POPULOUS NEW WORLDS 6.99 DEANGER FREAK 9.99 POPULOUS NEW WORLDS 6.99 DELUXE STRIP POKER 13.99 RAINBOW ISLAND 16.99 DELUXE STRIP POKER 16.99 PRO TENNIS TOUR 16.99 DEMONS WINTER 16.99 REALM OF THE TROLLS 6.99 DEMONS TOMB 16.99 REALM OF THE TROLLS 6.99 DEMONS TOMB 16.99 REALM OF THE TROLLS 6.99 DEMONS ON INIA 16.99 ROADWARS 6.99 DRAGON SPIRIT 13.99 ROCK STAR ATE MY HAMSTER 13.99 DRAGON SPIRIT 13.99 ROCK STAR ATE MY HAMSTER 13.99 DRAGON MASTER 16.99 S.A.S. COMBAT SIM 4.99 DUNGEON MASTER 6DITOR 6.99 SCAPEGHOST 13.99 DYNAMITE DUX 16.99 SPACE ACE 16.99 SPACE ACE 29.99 FIGE COMBAT PILLOT 16.99 SPACE ACE 29.99 FIGHORISH REDDY'S BIG TOP OF FUN 19.99 SPACE ACE 29.99 FIGHORISH REDDY'S BIG TOP OF FUN 19.99 STARRUARS TRILLOGY 16.99 FIGHTIM GOCCER 16.99 SPACE ACE 16.99 FIGHTIM GOCCER 16.99 STARRUARS TRILLOGY 16.99 FIGHTIM GOCCER 16.99 STARRUARS TRILLOGY 16.99 FIGHTIM GOCCER 16.99 SWORD OF SODDAN 16.99 FIGHTIM GOCCER 16.99 STRIDER 2 16.99 FIGHTIM GOCCER 16.99 SWORD OF SODDAN 16.99 FIGHTIM GOCCER 16.99	ROMRER	10.99	NIFVER MINIO
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DAMOCLES	CYBERBALL	13.99	PINBALL MAGIC 16 99
DAMOCLES	CYCLES	16.99	PIPEMANIA16.99
DAMOCLES	DAILY DOUBLE HORSE RACING	13.99	
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EAPAINSION IN 13-99 FRUIT MACHINE 2 SIM. 4-99 FUTURE WARS 16-99 FUTURE WARS 16-99 GALDREGONS DOMAIN. 9-99 GARRISON 1 OR 2 6-99 GARRISON 1 OR 2 16-99 GARRISON 1 OR 2 16-99 THEST DRIVE 2 16-99 GHOULS AND GHOSTS 16-99 GHOULS AND GHOSTS 16-99 GHOULS AND GHOSTS 16-99 THEE STOOGES 9-99 GHOSTBUSTERS 2 16-99 THES OF LORE 16-99 GRAND NATIONAL 13-99 GRAND NATIONAL 13-99 TOOBIN 13-95 GRAND NATIONAL 13-99 TOWER OF BABEL 16-95 GRAVITY 16-99 TRACKSUIT MANAGER 13-99 GUNSHIP 16-99 ULTIMATE DARTS-JOHN LOWE 16-99 HABD DRIVIN 16-99 HEAVY METAL 16-99 HEAVY METAL 16-99 HILLSFAR 16-99 HOLLYWOOD POKER PRO 6-99 HOLLYWOOD POKER PRO 6-99 HOUND OF SHADOW 16-99 HOUND OF SHADOW 16-99 HOUND OF SHADOW 16-99 HOUND OF SHADOW 16-99 NDIANA JONES THE ADVENTURE 16-99 NIDIANA JONES THE ADVENTURE 16-99 NIDIANA JONES THE ADVENTURE 16-99 NINTERCEPTOR 16-99 WARI ORCES QUEST 4-99 NINTERCEPTOR 16-99 WAYNE GRETZKY HOCKEY 16-99 NINTERCEPTOR 16-99 WANNE GRETZKY HOCKEY 16-99 NINTERCEPTOR 16-99 WANNE GRETZKY HOCKEY 16-99 NINTERCEPTOR 16-99 WORLD CLASS LEADERDOARD 6-96	FIRE BRIGADE (I MEG AMIGA)	19.99	STRIDER13.99
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PALACE HI

French software house, Silmarils, are the team responsible for the likes of Targhan and Manhattan Dealers, but now they are set to bring all the rootin' tootin' thrills of the wild west to our beloved machine, via Palace Software. Donning the Davey Crockett hat of an old soak trapper who is broke after a lifetime of strong women and loose alcohol (or should that be the other way round?), he has decided to try his luck searching for furs near the South Plate river. As he got near his destination, our hero saw an old Indian brave tied to the ground. Having freed him, they had fought off an attack by the Indian's enemys, but not before the freshly-rescued indian fell foul of a fatal blow. In a scene out of practically every bad cowboy film you can remember, the Indian utters a few dying breaths and gives you a map which, he manages to stammer, will lead you towards a mine filled to the brim with unclaimed gold.

Control over the trapper, who goes by the name of David O'Brien, is via an icon system a la Psygnosis' Barbarian, and from this selection of pointers, O'Brien can be made to leap, fight and communicate. When complete, the game will feature a section in which O'Brien canoes through the dangerous white waters of the hills, practises his shooting, and, eventually, finds the gold. However, along the way, he must avoid attacks by bandits, indians



O'Brien must buy supplies to ensure his survival in the mountains, but he can get caught in a vicious circle unless he gets some money first, and to get some money he must head for the mountains...



Our trapper enters a Indian camp. There are two bands of Indians in the film: Cheyenne and Pawnee. Stay away from the Pawnees as they aren't too pleased with you for releasing their opponent from his noble death.

and wolves, all of whom are either after the map or just a snack. Davey must also solve a number of puzzles before he finally reaches his goal - who said it was going to be easy! It'll be out in April priced at £24.99.





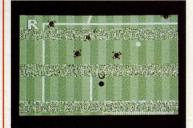
Fleeing the unwanted attentions of a Pawnee brave, O'Brien takes his life in his hands and leaps over a yawning chasm to escape to safety.

SNIPPETS

HOYLE BE DAMNED

Just too late for a review this month is Hoyles' Book Of Games, a collection of card games contained on two disks. With seven games to play, including Rummy, Old Maid and Solitaire, Hoyles' allows you to play cards against two dozen different computer opponents, and you can expect the likes of King's Quest's Rosella and the infamous 'Leisure Suit' Larry Laffer to pop up for the odd game, as well as friends and family of the programmer. It'll be reviewed next month, and will be priced at £24.99.

Although Microprose Soccer wasn't as good as the C64 version, the new sequel is expected to take advantage of the Amiga's faster processing power.



QUICKIES FROM MICROPROSE

Just a few notes on what to expect soon from Tetbury-based Microprose and all their labels. Biggest news of all is that they are working on what could be loosely termed a sequel to the playable Microprose Soccer. After that, veteran coder Steve Bak is working on Fire and Brimstone, a game set in days of old, when dragons were bold. Both are expected on the Amiga some time in May.



With a prevailing wind and a bit of luck, we should have a review of Mike Singleton's spic, Midwinter, next month. It has been well received on the ST so far, so let's hope that the Amiga version follows the same high standard.

DAN DARE RETURNS AS VIRG

Looking somewhat dwarfed by the enormous Mekon, Dan Dare prepares to confront the mutated Treen scientist/ megalomaniac in this, the third in the Dan Dare series of games.



Another 8-bit veteran making his Amiga debut is Dan Dare, hero of countless Eagle comics and two 8-bit games. Whilst the first Dan Dare games were superb arcade/adventures in which you had to save Digby from the Mekon's clutches, the sequel was a poor shoot'em-up.

Armed with a jet-pack and small laser, Dan must blast his way past literally dozens of the Mekon's evil mutant creations.

However in the third installment Virgin have opted for a balance between the two. Dan has been captured by his arch nemesis, the Mekon, and will be subjected to 'Treenisation', an experiment that will turn him into one of the Mekon's green slaves. However, in a typically brave act, Dan escapes, and is scouring the many floors of the huge-domed creature's base for the fuel he needs to power his spaceship and return home. With graphics very close to those of the comics, Dan Dare III - The Escape is looking very nice indeed, but you'll have to wait until next month for the

Also expected at the same time, is World Cup Soccer '90, just one of the many soccer games due for release to





Whenever a player is fouled in World Cup Soccer '90, if it is serious he will be stretchered off, and replaced by a subperhaps they should call it Brian Robson Simulator.

coincide with the all-important soccer tournament. With competition already announced from both Code Masters and U.S. Gold, not to mention the two footy games Ocean have on the way, Virgin's game is going to be up against it. However, they are confident that with the many features it houses, including injuries, close ups and multiple skill levels, it will be the only one to score. You must pick one of the teams that have got through to the qualifying rounds, and guide them through to your eventual aim of lifting the sought-after trophy. Written by Hungarian programming team, Andromoda, World Cup Soccer 90 will feature practically



The action switches to in front of the goal when an attack comes to fruition, with the scoreboard behind the goal offering obvious advice.

everything from the real thing: penalties, free kicks, and corners - but whether off-side will be included remains to be seen. Expect a review soon.

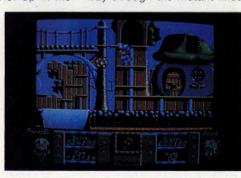
SYSTEM 3'S CARTOON QUEST



Coming very soon from System 3, purveyors of such titles as Dominator and IK+, comes Flimbo's Quest, a decidedly cute game set over seven platform-filled stages. Flimbo is a broken-hearted little hero, whose chick has been kidnapped by a mad scientist who has holed her up in his

As with most of the ancient classic platform games, in Flimbo's Quest, the enemy follow set routines, and the key to success is learning the patterns they move in so that they don't touch

vou.



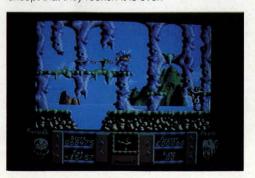
castle and surrounded the building with dozens of mutants he created. The reason for the scientist's kidnapping is all down to a failed experiment which causes him to age at ten times the normal speed. However, having read Countess Dracula, he believes that by nicking the life forces from young women, he will be able to restore his youth. And who should he pick as an unsuspecting volunteer for the job? Yes, Pearly, Flimbo's girly.

So, forgetting any fears, Flimbo leaps straight in at the deep end, and must make his way through the mutant-filled stages until he reaches the scientist's lair. Each stage is set in a bizarre fantasy land, with all manner of strange creatures attacking you, but along the way you can buy useful weapons and items to make your quest easier. And, in addition, a password is needed before you can break out into the next stage. At present, the game is looking quite nice. With cute graphics and zany platform action, System 3c are billing the game as a worthy opponent to other cute titles, such as Rainbow Islands, New Zealand Story and Bubble Bobble, except that they reckon it is even

A weary rescuer can do a lot worse than to cash in any money earned by killing mutants at the local weapons store.



more playable. Also, unlike the likes of Tusker and Last Ninja II, another advantage with Flimbo's Quest is that it is nearly ready for review and scheduled for a May release. We hope to have a full review next month, where we will put Flimbo through a rigorous review and see whether it lives up to System 3's hopes.



Each stage pits you against more plentiful enemies, and the platform lay-out gets harder to negotiate, too.

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To win this trip of a life time, you must play Budokan until you reach the tenth fighter, and then you must jot the guy's name down on the form, and send it in to us. Although there is only one main prize, thirty lucky runners-up will receive a copy of the EA game of their choice.

Once the first prize winner has been chosen, we will whisk him off

to EA's headquarters, where he will prove just how good he is at the game against three competitors from Germany, Italy and France. If he or she beats them, all that remains is to pack their bags and get ready for the two-week holiday. However, even if you don't win the holiday, the prize for reaching the final is pretty darn impressive: a copy of everything Electronic Arts have ever done, and as this includes the prestigious Deluxe series, and is worth over eight-hundred pounds. OK, that's all there is to it, get fighting.

Entries should arrive at the address below no later than 30th April 1990.

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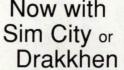
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Boggits Domain

Welcome back to Great Wood mortal. Come and rest by the fire while I finish off the last of these scrolls. There is so much to do and so little time. I must have these scribbles completed by the time the Goblin Postman arrives, or they will be a lot of bewildered humans out there wandering around clutching their heads for another month.

Well I have a couple of tit-bits of news for you. CRL have announced the imminent arrival of a game called HEREWITH THE CLUES. This is based on an old Denis Wheatley book and involves you in the solving of an IRA terrorist plot in pre-war Britain. Gosh! Denis Wheatley books, that takes me back. I don't know if you have ever dragged yourself away from the 'haunted fish-tank' long enough to read one of his books, but I remember them well. They always involved a handsome and intelligent young lord who saved England from the evil Commies. On the rare occasion that some upstart from the working classes dared to enter the scene, he had at the very least to experience a conversion on the road to Damascus and join the Conservative Party before he could successfully win the day for Truth and Justice - oh well, at least the stories were exciting.

This new game boasts that it is using a revolutionary new interface called Hypermedia. From what I can gather this will be similar to the Hyper-Card style software that runs on up-market computers like the Apple Macintosh. Activision publish a game called OSMO which uses the Hyper-Card system and it is truly mind-bogglingly great. I do hope CRL's effort does well as the team responsible for this is the same lot who wrote a funny spoof adventure many years ago, and had the good taste to name it after me, THE BOGGIT.

Mirrorsoft are still managing to produce screen-shots for CADAVER and BLADE WARRIOR, but unfortunately no software. I



Actual Screenshot's Herewith Be Clues looks set to be one of the more interesting directions our beloved genre is taking - are you ready to don the mac and become a would-be Columbo. Or maybe even shave off your hair and become the new Kojak - why not, Mitch, the Boggit's aide has!



don't know who I would hate being most; the person who has had to pay for all the expensive colour BLADE WARRIOR adverts since last summer, or the poor soul who's responsible for it being so late.

Oh, I forgot to mention my new companion. You'll never guess what I found in the branches of my Blackthorn tree-house when I awoke one morning. It was a large owl. It appears that his name is Archimedes, he's extremely clever and has a brain as fast as quicksilver. However, he explained that he might as well be a dead

duck because nobody wants him. I've decided to take pity on the poor thing and let him stay with me. I'd hate to think of him ending up like one of those horrible Atari things - "Dead, but without the sense to lie down!". He seems quite happy inspecting my treasures - I don't think the poor thing has ever seen a decent piece of software. I've no doubt I'll find something for him to do, because as you've probably realised by now - I don't give two hoots for anybody.

Matters of a Personal Kind Arising from Dungeon Master

Oh boy do I need HELP!! I am a 35 year old housewife and mother and have become savagely addicted to Dungeon Master ("Oh no!"), I hear you cry, ("not Dungeon Master again!"), 'fraid so. Only you can save my marriage and relationship with my only son. I am desperately try to find out:-

- 1. How many levels are there altogether?
- 2. I've found the Mirror of Dawn, what's it for?
- 3. What should I do about the pink wormy things with the big orifices on Level 4, (ehem, this is as far as I have got.)
- a) Fight them off (physically or magically).
- b) Sneak past them while they are having their afternoon nap.
 - c) Take up knitting instead.

Your utmost attention is vital in these matters as my son has threatened to leave home unless I give him his Amiga back, (that's if he can find the door amongst the washing-up, dust, unmade beds etc)

Michelle Sherman, Herts

I am not sure that I'm the one you should be asking about pink wormy things. Shouldn't you be writing to 'Dear Marge' or somebody? I did have a book on that sort of thing once, but it all seemed quite unbelievable so I threw it away.

There are fourteen Levels in Dungeon Master - and you're on the easy bit! The Mirror of Dawn is used in the same corridor that you found it. There is a blue 'eyeshaped' plaque on the wall. Hold the Mirror up to the eye and then get ready for trouble.

There is no easy answer to the worms, you must fight your way through them. There is a handy rapier on this level which is great for thrusting. Hang on, I might be getting mixed up with the book which I threw away.

What you really need is fireballs to help you sort out these nasty swine. I'm not sure if you will have discovered the secret of these magic missiles, but if not

Cadaver, the Bitmaps' attempt at a Knight Lore-style game is still quite a way from completion, yet Mirrorsoft still tease us with these luvverly screenshots! Rotten so'n'sos!



here's how to do it. First select the power level and then select FUL and IR. It takes lots and lots of practice to throw large fireballs, but as they will become the main weapon in your armoury, the sooner you start the better. While we are down here on Level 4 I'll mention the problem which causes most letters to be sent to me. There is a Mummy trapped behind a pit, nearby which is a sign which reads:- "He is my prisoner, let him suffer". Whatever you do at this point causes problems. If you don't kill him you'll never get the door open to Level 5. If you do kill him and open the door, it also releases a avalanche of pink worms. Looks like you are in big trouble!

Bards Tale II Revisited

I was interested to read the letter from Paul in Norfolk concerning Bard's Tale II, which is in my opinion a classic game. I have been playing my copy for a year on and off, but I don't think I will ever complete it. I get a lot of fun building up my party and going in the Dungeons looking for items, taking on all I meet. At the moment my number one fighter is Level 39, armed with a stone-blade and 8 hit capability - he wants some putting away. I agree that the book you mentioned is very good (The Destiny Knight - Clue Book). Another good book I can recommend is 'Quest For Clues Vol 1' This is an American book from

Origin Systems, but it is available over here. Regarding Paul's trouble getting into the crypt and Dargoth's Tower, I can only think that he has not got the item from Kazdek. His hut is to the east of Tangramayne. Speak to him and say 'KAZDEK' and he will give you something. I assume Paul has got the master key from the Swordmaster in Tombs, Level 2. The Sword of Zar is not available until you have passed the Battle Test in the Tower Level 2. Kill the seven statues in the centre of the maze. You should be able to get the sword from the Maze of Dread, Level 2 (15N. 11E) Say "DER". You also should have no trouble getting into the Grey Crypt answer "GREY". A word of caution it is anti-magic.

Norman Hunt

Not a lot I can say after that (except maybe, smartass!) Bard's Tale games are surprisingly addictive as their many fans will testify. Games like these certainly outlast the average arcade game and give you months of playing time for your money.

Pulling a Fast One (or Two) in Shadowgate

Please could you help a pair of mental cases with the SHADOWGATE adventure. We are past the Lava room, but we can't work out what the combination for pulling the levers is without the guardian killing us. We have tried EVERYTHING and nothing works!

Julian and Phil, Rochester

Have you tried pulling the left one 3 times, the middle one 5 times and the right one 120 times? No! I'm surprised at that, you said you had tried EVERYTHING. Mind you, I wouldn't bother as it's not the right answer. Instead try pulling the one on the far right, the middle one and then the one on the right again. And how did I know what the combination was? Simple, return to the Sphinx Room and look at the drawings on the stairs.

Find the Treasure Chest with Leisure Suit Larry II

How do I get past the two KGB agents that guard the beach in Leisure Suit Larry II? I'm wearing the bikini, had my hair bleached, but they just keep saying, "Only in Russia do women have flat chests". Please help me.

Yngve Larsen, Norway

You say you are wearing the bikini, but you don't mention whether you have both the top and the bottom parts. If you haven't got the top part then you must go back onboard the ship, because the bikini top is lying on the bottom of the swimming pool. Having got this part of the bikini what you now need is stuffing. OOPS! REWIND... What you now need to do is to fill the bikini-top with stuffing. I'm not sure what girls in Norway do to give themselves a curvy figure, but I used the soap from the hotel

room. Now if anyone does try and grab you they will get into quite a lather.

Future Wars

I am about to jump out of the window because of FUTURE WARS. It's driving me up the wall and I've only just started playing it. I got the empty bucket, entered the building and filled it with water. I've got the key from under the carpet, got the insecticide, plastic bag and little flag. I've tried opening the two doors out of the office but I've got nowhere. Please tell tell me how to get out of here. HELP!

Ramev Khalil, Abu Dhabi.

Abu Dhabi, that sounds pretty exotic. You don't happen to be a fabulously wealthy sheik do you? My gold pouch is a little light at the moment, if you could see your way clear to lending me a couple of oil wells until the end of the month I would be quite grateful. Failing that, a small belly dancer would do, (no taller than one metre). For my part I'll tell you that all you need to do is use the bucket (full of water) on the door of your boss's office. Now when you open the other door your boss will open his and get the bucket on his head. For a small camel I'll also tell you, and all the other humans who have been pestering me, that the next problem concerns looking for a home for your flag on a map. Okay, I'll settle for a box of dates, but that's my last offer.



S. McKenzie has found a useful way of waking up the coach driver without using the kazoo · if I said it involved using the long french stick, would you get the general gist!

A 'Not-so' Full Solution for Larry I

In a recent issue P. Wardil wrote in asking where the rope is and I know, so please print the enclosed solution.

Kevin Simmons, Glasgow

No I won't! I ain't so sure that I agree with the lastest fashion in mags for printing the complete solutions to adventure games. Games can be very expensive and once you completed it, your money's gone. I've agreed to help humans out when they get stuck, but they have no willpower and they'll be unable to resist the temptation to peak at a full solution. By all means send me your solutions for my library of scrolls - I have an iron will and won't look. As for the rope, I'm sure that if P. Wardil took my advice and married Fawn he'll already know where the rope is, because he'll be tied up in it.

Hitting the Right Key with Maniac Mansion's Music

How do you reach the key that is hanging from the chandalier in the lounge? How do you open the door in the hall that has no handle?

B. Kempt, Tunbridge Wells.

Are you sure your name is B. Kempt? From the look of the paper your questyioons were written on, it should be unkempt! Still, I am going to be a real git and not tell you. It isn't because I don't like you, so don't throw yourself of a nearby kerb, it's because Messrs (or should that be messers!) Johns and Merrett and Johns have compiled THE definitive guide to this superb game - go on, take a look.

Ditching Police Quest's Old Flame

Having acquired Police Quest recently I decided to give my lawabiding instincts a test. After saving the game at numerous points I find myself with a problem that is quite impossible. Please will someone be so kind as to tell me how to get rid of Sweet Cheeks Marie so a guy can have

a decent game of cards.

G. Ainsworth, Blackburn

That's typical isn't it? I spend my life trying to pick-up someone like 'ol hot-pants Marie, and there's you trying to get rid of her! Well you can ditch her in this direction if you like. From what I hear she would appreciate a real hunk of male for a change. I suggest you nip back to the hotel bedroom and phone for a cab to send her round here. Just dial 411 for Directory Enquiries and ask for a TAXI. 'Whadya' mean you didn't know 411 was the number for Directory Enquiries in America? **EVERYBODY** knows that!

Become a Drunken Prisoner of the Legend's Trolls.

Me and the Missus have been playing Legend of the Sword and although we have completed 35% we are now stumped. How to you get into the cell with the barred window in the Troll's tunnel? It says drink plenty of alcohol, but Borgalius will not give us the bottle of brandy. Also how do you get into the cave that's 20 - 30ft up?

Pat and Deb

If he won't give you the brandy punch him in the throat! It won't help at all, but that's what I always do if someone won't give me a drink. This is a simple question with a complicated answer - which is also true for the rest of the mindnumbing game. The booze you are seeking is not brandy it's a barrel of Mead. Firstly wake the

sleeping Troll and he will tell you about the hidden key which unlocks the gates in the tunnel. You should also have obtained the shovel from nearby the other Troll. If you dig beyond the unlocked gates you will find a statue which needs examining. A hole in a nearby wall will also be discovered which in time will lead you to other things including our missing barrel of booze. Drink up and prepare for a night in the cells. As for the cave, you are going to need a rope and a hook. The hook you haven't come across yet, but the rope is there for the taking. Think about it, how do you make a raft?

Dance Your Way to the Secret of Zak MacKracken's Door

Last month you told G. Bradly where to stick his French Stick! But hold everything, there's another use for it. If you use the bread on the coach it will wake up the driver and he will take you to the airport. Simple!

My problem is how do you open the large door on Mars? I've tried using the buttons on the door but it doesn't seem to help.

S. McKenzie, Sunderland

Well my 'leetle Frenchie', you are not too specific about which door you are stuck with so I'll assume its the Face Door. I suggest you should take up dancing lessons maybe that would help. At least you should take a trip to Kinshasa to visit the golfing guru and watch the amazing dance he performs.

In the part of the dance after the fire appears, record the order in which the dancers squat (Ugh! I hate that word) and this is the combination to the button pressing sequence. I assume you already have the ladder from the hostel and given the command 'Use ladder on door'. Okay, just checking!

Boggit's Hit Parade of Top Adventures

I have just bought my Amiga and one adventure, Leisure Suit Larry which I think is brill. Could you tell me what you think are the best adventures for the Amiga. Cheers Boggie.

Andrew Thompson, St. Albans

Boggie! How would you like your knees stroked with a baseball bat? It's Boggit (or Sir) to you. However you are quite right to ask my advice. I'd hate anyone to buy a load of old Atari - I mean rubbish even if you are an over-familiar human.

I reckon any of the Sierra-on-Line games are pretty good value, especially the SPACE QUEST series, although GOLD RUSH and POLICE QUEST I are not to everyone's taste. DUNGEON MASTER is of course the king, but requires one Meg of memory. The INDIANA JONES ADVENTURE is very exciting and varied. SHADOWGATE from Mindscape is another graphic and icon game which I especially liked. As for text-only games, BUREAUCRACY and WISHBRINGER from Infocom take some beating for fun.

Of course not everyone would agree with what a poor defenceless Boggit thinks - they just better have the sense not to let him hear them disagree!!!

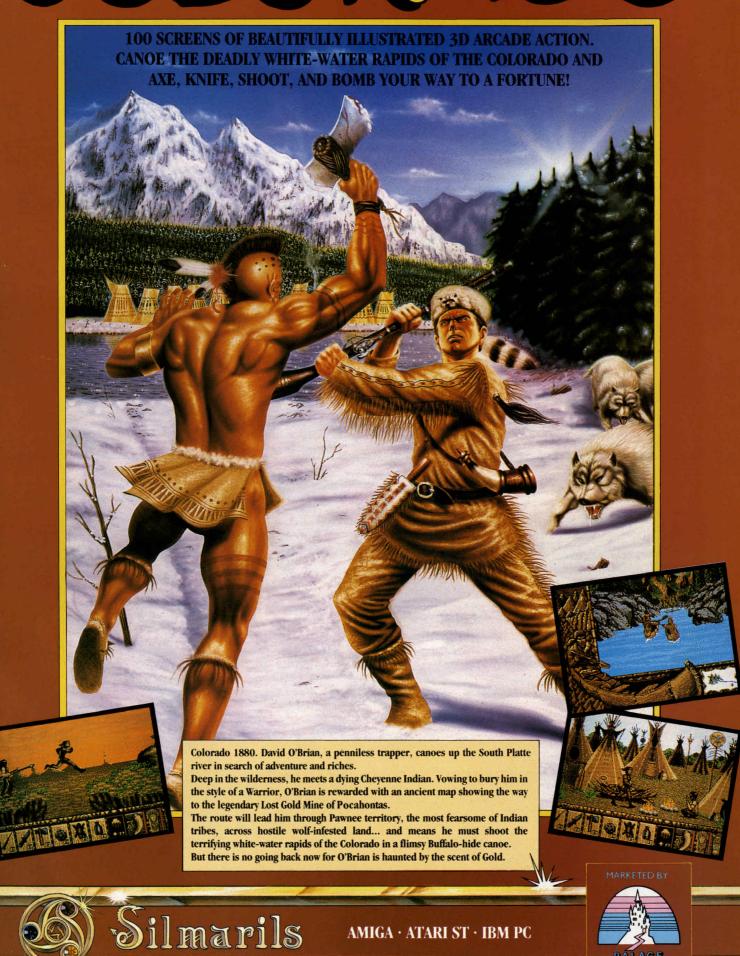
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Problems with Maniac Mansion? Well, the players guide compiled by Mr. Merrett and Mr. Johns should help - check GTGA and I may just get a lie-in sometime!

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SOFTWARE

Lasting Appeal Plea

I recently bought an A500, and before I owned a 64. So, as I wanted to know about the best games to buy, I collected magazines, such as CU, Zzap and C+VG. Zzap, I felt, was the best as they had the review, several reviewers comments and but, expressions, more importantly, they gave percentage marks for six categories: Presentation, Graphics, Sound, Hookability, Lastability and the overall mark. Although I was very impressed with your mag at first glance, and that the colour and layout are top-notch, I found the reviews lacked something. If a game is written by Blogg's Computers PLC and the graphics and sound are brilliant, we get to know about them. But you, obviously, don't think that presentation, hookability and lasting appeal are that important. For all we know, the gameplay might be as interesting as Gone with the Wind (A big sorry to all you wrinklies out there!).

I hope you take this as constructive criticism, because I feel that I speak for many people. And I also think that if your reviews were presented with the items mentioned included, it would certainly be the best Amiga mag out.

Niall Caan, Dublin.

P.S. (Science note) I have found something ten times more potent than any anaesthetic - A Des O'Conner record.

AA: The main reason we don't clog up the screen with extra boxes for playabilty and 'hookability' (is there such a word?), is that these factors are taken into account in the comments. Whilst the graphics and sound boxes relate any info on the aesthetics of the game, the comments will tell you how well they work in the game, in relation as to whether it is particularly playable. Likewise, if a bad loader is used or if there is a long wait between stages, if it is especially annoying, you can guarantee we will comment on it. Finally, as for Des

O'Conner records putting you to sleep, we have a better alternative: Steve Merrett and his massive collection of monotonous Roger Whittaker records that are guaranteed to send you into a coma at a snap of your fingers.

Claim to Fame

There I was walking through Portsmouth on a cold January afternoon, when who should I see but the dynamic duo of Merrett and Johns in their amazing car! I know it was them, because no one else would have as silly a haircut as Steve. The question is: Do I get a prize?

Tony Ryder, Havant.

AA: Not after you ridiculed my haircut, no!

Arrrgggh! Another Piracy Letter!

I was looking through an old issue of AA and saw a letter on piracy, saying that pirates are very talented programmers. This is true, but I have to set you straight on a few points:

- 1. A hacker breaks through to a computer by modem and changes or steals things. To break the copy protection of a game is to crack it.
- 2. Making a back-up copy is hardly piracy. I mean, I bought a printer in Harrods, and saw a box full of back-up copies.
- 3. I'm sure that there are more pirate copies than legit ones in the world.
- 4. Most people swap cracked games for one reason it`s cheaper. You can get an original disk for 25 quid, but a copy is the price of a blank disk.

I hope this will be printed as it is the truth.

Spux (or something like that - he hasn't mastered the intricacies of joined up or intelligible writing yet!), Chelsea.

AA: Much as I hate to contradict you, yes it does count as piracy if you make an illegal back-up of a game. Also, just because there are an increasing amount of pirate games doing the rounds, doesn't make it OK. Justifying ripping off

because you can get the games for the price of a blank disk is not good enough. Pratts like you are crippling this industry and for each copied game you add to your collection, you are gradually killing off any chance of there being any good games in a year or so. I suppose you think that, because you get all the latest games on pirate, that you are the bees knees. Well, just reflect on this: when you have copied every game out on the Amiga and software companies won't release any more because it just won't be worth their while. I bet you'll be really happy then.

Looking Into The Future

Many a time have I seen this phrase 'this is the first time I've written to a magazine, but I must reply to...'. This is indeed the first time I've written to a magazine, however I am not writing for any specific reason, simply to state my point of view. I have a theory on the way in which the computer industry will change during the next decade. Read on.

What's been your enjoyable game? I know mine, it was Atic Atac on the spectrum. Why? Well, back in the good old days when computers were `a new thing' to the home user, nothing quite like them had been seen before. Games such as Atic Atac, Manic Miner and Jetpack amazed everybody who saw them. They were instantly addictive and totally playable. 'So what's different?' I hear you cry. Nowadays computers are no longer new to us, once the user came to grips with the 8-bit micros he/she wanted bigger and better - enter the 16-bit machines. What next? 32-bit micros are too expensive for the home user (and will be for many years to come), and consoles are not versatile enough (programming, word processing etc.). Therefore 16-bit will be the limit for most of us.

The point I'm trying to make is that something new always draws our attention, however, through time people start to look elsewhere 'for their kicks'. I personally have owned a spectrum

and 64 and presently ow an Amiga. Whilst owning a Spectrum I would play virtually any game, on the 64 my choice narrowed down, and with the Amiga only really playing only two types of game - puzzle solving and role-playing. Nowadays shot em-ups, beat em-ups and the like simply do not turn me on Many people I know share the same view point.

To conclude I think that during the following years Shoot`em-ups and the like will become more unpopular, games that do well will be puzzle solving, strategy and RPG types (games requiring a little thinking power have always done well). I feel that games that will do particularly well will be the most original - a good starter for us is Populous. Only time will tell whether my predictions will come true.

Denis Cowie, Cleethorpes.

AA: RPG and strategy games are already becoming more and more popular these days, but they are still only a small proportion of the market place. Remember, not everybody is such an old cruster as you and I (forgive the term) in the computer world, and there are still a large number of kids out there who are only just getting to the age where they are interested or can afford to buy a computer. So shoot'em-ups will always sell to these new buyers, mainly because the old classics from the 64 will probably never be seen by them, and even some of the oldest ideas will look original. RPG and other such games are now getting more popular due to the age group of the average games player (the old crusties like you and me). As for 32-bit micros, who can tell?

Video Blues, Phweep!

I have just bought am Amiga and would like to know if I can record my games on to a video (if it is legal), so that I can watch myself play and hopefully help people to complete games. It would be easy to just connect RF out on the Amiga to ANT IN on the video, But I don't know if this will damage the computer or video. Please could you help.

Alex Richards, West Drayton.

AA: No problems. Leave your video connected to the TV as usual, and then just tune the computer into one of the TV channels. Now simply play a game and press play and record on your video (make sure that the video is tuned so that it can pick up the computer) to copy your game playing talents onto tape. Don't get confused just because it's a computer. It's just the same as recording a TV program.

Harder Compos

I just purchased your latest edition (Nr.#006 March 1990), and after a quick glance through it I decided to enter your competitions. Thirty minutes later I had them all solved (maybe you should make them a bit harder?).

It is very difficult to obtain your mag over here in Cyprus. You're doing well though, thumbs up chaps! I like your review system, and your screen shots are very good, but maybe too good. Most graphics rely on monitors to make them look better (i.e. Antialiasing, shading, etc.) and as your shots show every single pixel it spoils the effect. Also please show us more full screen shots so that you can see what the whole screen looks like, not just a small cutting.

After reading David Thornes letter (page 12, a sound point of view) I found that he is recording straight from the TV speakers. If he has an Amiga then he can connect his stereo cinch sockets that are on the Amiga. This way he can get the best results.

Two more complaints (you ain't perfect yet, but close): please print a page number on every page and make sure a review is not on the other side is on the other side of a competition.

Michael Wolf, Cyprus.

AA: Yes, our compos are quite easy, but the prizes are here and somebodies got to win them, so why make it hard? Sorry about any compos that are on the back of reviews, but we try our best; and don't forget, you can send your answers in on the back of a postcard, and that way you don't have to cut up your lovely mag at all

Mail Order Problems

I'd like to know whether it is at all possible to award a 'star rating' to the companies who advertise in your magazine as you do with the reviewed software. I ask this as the following companies Computer Express, Bargain Software, and Evesham Micros have all grossly misled me when it comes to items in stock and delivery, each one has assured me that a certain item is in stock and in fact it isn't.

I'm sure that if these companies could see what people think of them it would encourage them to be more efficient.

L.S.Ravine, Gravesend.

AA: Doing an award to warn people about companies that mess people would be a nice thing in practice, but finding out who the bad companies are would be guite difficult. Both Doug and I have worked in the retail market, and we both know however good a place is, they always have the odd occasion where something goes wrong from no fault of their own and then the customer is left feeling unhappy. Most companies keep all details of their stock on computer so that when you ring up they can give you an answer as quickly as possible, but if the person who called before you bought the last copy of the game you want, it sometimes won't show up; so companies aren't lying as such when they say something is in stock. All that said, there are a lot of companies out there that do muck people around, so always be careful when sending money.

Amiga Action Letters Desk Interactive Publishing Latham House Quarry Lane Chichester West Sussex, PO19 2NY

EMPIRE £19.95

There's only a few people who own Amigas today, that can still remember the old classics of yesteryear. It was only a few years ago when boundaries were being broken with nearly every game released on the C64, and the number of original games were enormous. But in those days, games didn't rely totally on graphics and sound to sell the product. Instead a game was worth its salt if it had an addictive quality that kept you glued to the set for hours on end; something that doesn't happen with most games that appear nowadays.

However, more and more games are being released that have the basic addictive gameplay of these old classics, but with 16-bit graphics and sound capabilities.

Confusion is one of those games that most people who owned a C64 will remember, and for those of you who do remember that name, Pipemania is going to be a pleasant surprise. Although it's not exactly the same, Pipemania is very similar to that old favourite.

You play the part a plumber who has been given a few repairs to do down at the local water company. Within the factory you will come across tons of different water valves that need to be worked on, and being the greedy plumber you are you've got to use as many pieces of pipe as

ALEX

Pipemania is a first class piece of software and I think that Empire should be commended for their efforts. Although the idea is not that original (I seem to remember a C64 game like it), it is still as possible (or else you'll lose money and it'll be game over). At the start of each level you will see a water valve and a timer on the right-hand side of the screen. When this timer reaches zero, the water valve will not be able to stand the pressure any longer, and release the water that it's holding back. Unfortunately, you haven't had enough time to sort out your different pipe parts, so you'll just have to use the different parts as they come, and try to make the best of it.

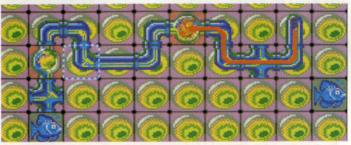
In the lower levels the water valve is the only obstruction that you will have to take into consideration when laying down the pipe, but as you get further into the game, more and more obstacles will have to be dealt with; broken structures, reservoirs, and already laid out pipes will be just some of the things that will hinder your progress. The length of the pipe is quite important and the longer the pipe, the more points you get, however, you will lose points for any pieces that you have placed on the screen but haven't been used.

If your plumbing job is a little bit too much for you to handle, a friend can get out his plumbing tools and give you a hand in a simultaneous two-player game. Both players are given a selection of pipes, which they can place in the usual style - except things can get pretty confusing when your mate replaces your piece of piping with one of his! In addition, to make things slightly easier, for every few levels completed, you are given a password. And, using this, you can bypass the early levels and get straight into the frantic action from the point you

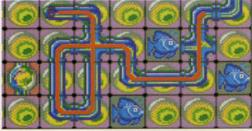


PIECOZIESO PERCESCOS BONUS LEVELO

Every now and then the bonus level pops up, and if you thought the main game was hard, then get a load of this. A selection of different pieces move along the top of the screen, and when you press the fire button they drop to the bottom.

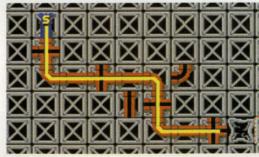


On some of the later levels you get bonus pipes to help you along. The reservoir is particularly helpful for it stops the flow of water a while.

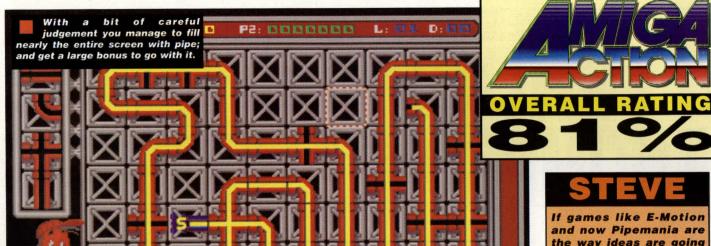


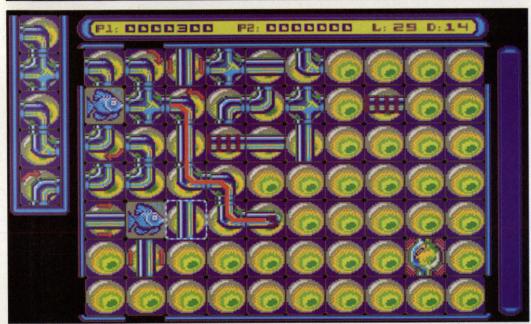
This level looks a bit fishy (ha-ha!). But as nice as those fish might look they don't half get in the way. Oh well! You'll just have to work around them.

Broken structures can be a real nuisance mainly because you cant' run any pipes across them. Luckily they're not that common.

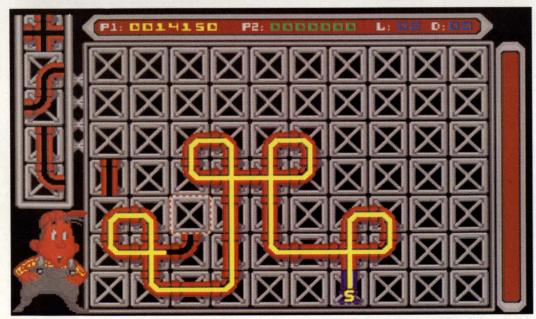


COLIND





When you've got that water running down your pipeline and you can't find the right piece of pipe, it seems a good idea to just dump the piece of unwanted pipe anywhere, but at the end of the level you lose points for each piece of unused pipe.



If you`re running low on space, you can always cross over the flow of water, and if you do this five times you get a bonus of four thousand points.

the way ideas are going to go, then it looks as if the day of the playable game has returned. Pipemania follows the pattern of being simple to pick up but difficult to master, but sometimes games of this ilk tend to lack lasting appeal - not so Empire's effort. The difficulty level has been set at just the right level, and the game allows you to learn from it as you experience new hazards and features. Not quite a classic, but a playable little number all the same.

DOUG

Pipemania is one of those games that grabs you from the very start, and keeps you playing for ages. The game is very similar to the old C64 game, Confusion, but a lot better. I slightly preferred playing the game in twoplayer mode, as Steve and I made a good team, but as a one-player game it still succeeds. Although the graphics and sound aren't that great the gameplay certainly make up for it. A brilliant game.

GRAPHICS

Nothing amazing, but graphics aren't that important in a game such as this, but are bright and effective all the same. The extra items, however, do add a little graphical variety to it.

51%

DOMARK £19.99

TYPHOON THOMPSON

STEVE

Typhoon Thompson's 8bitesque graphics bely its superb playability. the moment Typhoon is punted out of his spaceship into the awaiting dinghy, you know that this game has the emphasis on total fun. The mouse control is superb, allowing the little boat to perform twists and turns a joystick just couldn't handle. That said, the gameplay can get a bit repetitive, but, overall, Typhoon Thompson's first Amiga outing is worth a look.

'Calling International superhero, Typhoon Thompson, come in...' This is how this strange arcade adventure begins, and Typhoon is being called for a very important reason. The Sea Child has mysteriously disappeared somewhere over the Omega Ocean, on a distant planet. You, in the role of our ever-illustrious hero, must jump on to your jet-ski and navigate your way across vast areas of water.

SOUND

Not much in the sound department, just a nice tune at the beginning and some good effects at various points in the game.

58%

After you have visited the ancients that cry for your help, you are pointed in the rough direction of the spot where he disappeared. A quick burst from your afterburners and you'll notice that a small collection of islands are approaching. Could this be where the Sea Child is being held? It must be. What do you do now, though? Do what you usually do, and blast something like, say, that island! No sooner said than done, a strange flying craft shoots out

GRAPHICS

Although the sprites are small, the programmers have made a brilliant job of producing a highly polished and graphically excellent game. The attention to detail is superb -the sun glistens on the water's surface.

72%

and attacks. Before long a battle enrages between you and this other craft, and then you score a direct hit. Out flies the fish-like pilot, ready for you to pull up next him and bundle him into your sack.

After a few bouts of battling and once each and every island has been cleared of sprites (thats what the fish-men are called, don't you know), you can fly up next to the large buoy, where their leader will pop out and exchange one of the four sacred artifacts for his compatriots. After every one of these amulets has been collected and returned to the ancients, you can go in search of the sea child. Good luck, Thompson!

ALEX

It's not very often that a game can boast of being an extremely highly polished and addictive, but Typhoon Thompson is just that. The Ocean is vast and as you move smoothly across the water's surface skimming across the surf, you know that Domark and Broderbund have come up with a cracker! I recommend this one to anybody requiring an absorbing game to keep them hooked for hours.

You are greeted by a pair of hooded spirits, who claim to be the ancients chosen to present your quest to you. After a brief demonstration of the power of your craft, you are told what you have to retrieve, and off you go!

The mouse offers superb control over your craft, and with a combination of keyboard and mouse controls, you can execute any manouevre you could wish for. You can even dive underwater if you so desire.



It's lucky that your jet-ski is highly manouevrable, otherwise you'd have problems bagging the bad guys. If you manage to hit him though, the pilot will be catapulted from the wreckage, and lie stunned in the water, for you to fly past and pick him up in your sack.







Once you have captured every sprite, you can pull up next to the central buoy where you can trade them in for one of the ancient artifacts.



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STEVE

Everything about Man Utd. is slick and well presented, but it doesn't quite have that vital spark to keep me playing. The managerial side is excellent - in fact, the closest I can imagine to real-life - with everything catered for. The game falls down, however, during the actual soccer sequences. It is nearly impossible to score from a straight shot, and it seemed more like luck than judgement when I scored. That said, there are a lot of nice touches in this section. present, Man Utd. is the best game of its type, but for how long I don't know.

KRISALIS £19.99

MANCHESTER UTD FOOTBALL CLUB

Football games come and go, each having their own moment of popularity, and then they just fall into line with all the other football games that have ever been. But every now and then one of these games manages to grip the attention of everyone, and keep them hooked for ages. Football Manager was the first footy game to do this, and the more recent

Kick Off is another classic example. But even though both these games are based on football they each attracted a different sort of gamesplayer, with Football Manager being ideal for the more strategic among us, and the other grabbing the arcade fans. Manchester United Football Club hopes to attract the attention of both strategy and arcade

SOUND

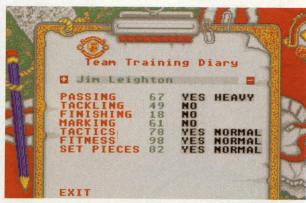
The usual crowd noise and bounce of the ball during the arcade game, and a catchy little tune plays while on the options page.

69%

freaks alike.

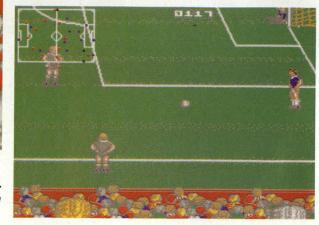
In an attempt to do this there are four different ways to play MUFC. The first is the full management game where you manage the team, making sure you buy the right players, keep a beady eye on their training, and look after the cash. The second is the arcade section, where you control the various members of the team as they battle it out with one of their rivals on the pitch.

Vigorous training will have to be kept up if you're to keep your players in good shape. But if you push a player too hard he could spend weeks off the team injured - actually, that's just like real soccer with Man U's ever-KO'd Bryan Robson.





You're still in a good position to become the league leaders, and if you take a quick look at the fixture table you'll be able to see who you'll be playing next.





All the icons are nice and colourful, and some of them are even animated. But mouse control certainly makes the management game more playable.



You take a careful look at your players and see which ones will make the best team.

(Right) You didn't mean to foul the other side, but nevertheless your opponents get a free kick. Watching the map in the top left corner, you choose where you're going to kick the ball to.

Nice colourful icons on the options screen, and equally nice sprites in the arcade section. Put they together complement the game quite well.

Third is a combination of these two options. Here you manage financial affairs of the team, and also put your skills as a games player to use in the matches. Lastly, is the simple two-player mode where you can play one of your friends to show off your skills.

Even with the hardest games, you eventually get the hang of them, and once this happens it usually ends up with the player

beating the game or just getting plain bored with it. Either way this leads to a game that is shoved back in its box and rarely played again. However, Man United hopes to overcome this problem. The skills of both your rivals and your own team can be changed so that the game can be made either easier for the beginner, or harder for the more experienced player. Individual skills can also be changed, so that if you have got the hang of tackling but are still finding it hard to score, with the aid of just a few mouse clicks, the opponent's goalie won't be as good as he usually is and some of the shots you play will go straight between his legs.

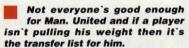
As well as the league table, your team will also play in the FA Cup, so there's the chance to get the double and really rake in the fame and money. In addition, one final touch is that, like the original Football Manager, you can

At first. I thought that MUFC was going to be the perfect football game, with options catering for everyone. However, after playing the game I found I was wrong. The arcade sections aren't playable as those in Kick-Off, and the management part has its problems as well: for instance, you have to watch all the matches your team plays, which gets very boring. If you're after a footy game with both management and arcade aspects, then I'd wait for Player Manager from Anco.

change the names of the football teams and their players so that you can add a bit more fun to the

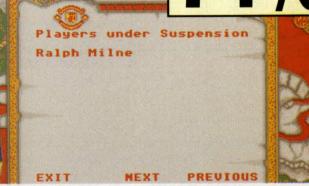
When I first saw Man utd. it looked a little too similar to Grandslam's awful Peter Beardsley game. Luckily, it only the graphical style that is similar, as Man Utd. is by far the best football game to appear in a long while. With dozens of options, and everything a manager will have thrown at him included, Man Utd. is an absorbing game that kept me at it for ages. I would have liked to have been able to skip the arcade sequences, but I suppose that it is being realistic. An excellent game.

game by putting some of your friends in the team.



(Below) Tackling is one of your important skills, but make sure you don't foul the players too much or you'll end up with no players left on your team.





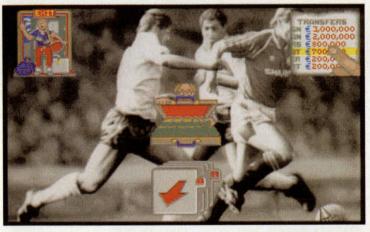


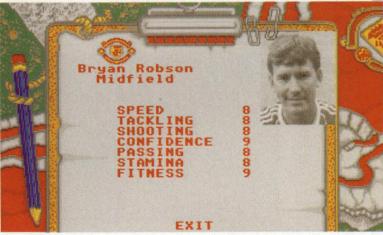
THE NEW SEASON STARTS THIS WEEK WITH UNITED HOPEFUL THAT THIS SEASON WILL BRING THE CHAMPIONSHIP TO MANCHESTER.

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MANCHESTER UNITED MORWICH CITY CONTUCMETON

Being the manager of Man. United isn't a nine-to-five job, and even before you've finished your breakfast you'll be looking at the progress of your team.





The stats of your player are quite important, and unlike so many other games the numbers actually make a difference to the way your team



Grabbing your iovstick in both hands you prepare to do battle with the enemy. It will be a bloody fight but hopefully you will be the victor.

LOGOTRON £19.95

STAR-BLAZE

Tamsin, a planet in a distant galaxy, is being threatened by an alien race (what's new). The elders on the planet gather in the great hall, and gaze upon the young warriors undertaking the tribal ritual. The viewing screen high amongst the rafters flashes and buzzes into life, revealing the Great Elder. They need a brave warrior, and guess who? In front, appears the sleek form of the Navo-sim space craft, and what a beauty it is as well. The young aliens hand gripped the controls, and prepared for battle. As the bay door slides open, the Kragian fleet can be seen as a grey mist in the distance. Your mission briefs flash up on your personal monitor. You must annihilate the onslaught of enemy craft, and probe deep into the Kragian galaxy. As you enter the unknown territory, the attack forces will become stronger and attack in greater numbers, so you must be on your toes at all times. At the very end of your task you will have to face the enemy mothership, and you'll need more than experience to take her out.

At this point, the screen fades and your craft is jettisoned into the vast blackness of space. There is no turning back, the only road to victory is ahead. Good Luck.

Star Blaze is basically a Galaxians type game but viewed

ALEX

This game makes me wonder why it was ever worth upgrading a C64 to an Amiga, because even a 64 owner would be annoyed with Star Blaze. I found the game to be addictive for only a short while, but it doesn't keep absorbed for long. Star Blaze is a red-herring if ever I saw one, and I would expect more from Logotron. A disappointment and not one I would recommend to anyone to buy.

GRAPHICS

A poor attempt of the use of vector graphics. Plain backgrounds that lack detail, giving an 8-bit feel to the game.

43%

SOUND

Equally as bad as the graphics. A weak main theme that does not complement the action, and uninspiring sound effects to match.

38%

from a different perspective. You control a craft using the joystick, and you have to destroy the oncoming waves of aliens. Every time you sustain a hit, one of you shield generators is knocked down and obviously, when it reaches zero it's the end of the game. Also available to you is a smart bomb, which is handy when the screen is infested with aliens. That's generally the idea of the game. Sounds simple, doesn't it? Well, you'll waste many lives trying to reach the mothership

DOUG

It's hard to believe that the same company that released the shoot'em-up Star Ray could bring out a real turkey like Star Blaze. The game requires virtually no skill and the only thing that stops you from getting to the end-of-level guardian is sheer boredom. This is definitely not a game I would recommend to anyone.

The great elder looks over the company of Tamsins, and proceeds to brief you on your forthcoming mission.





To begin with, the attacks wave come at a sedate pace, but you can bet your bottom dollar that the Kragians attack with something big at the end of the level.



The enemy come in many forms, but they all seem to be based around square or triangular shapes.

As your shield depletes, you have to find more energy, coming in the handy form of an icon. A smart bomb, more shield or extra energy can be found if you are lucky enough.





As you take your last hit, you know that you are no more. Your sleek craft splits in two and the Kragians edge forward to take Tamsin realm.

THERE'S MOMHERE TO HIDE FROM...



THE ARCADE
ACTION THRILLER
NOW FOR YOUR
HOME MICRO.

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US GOLD £24.99

STEVE

1+ seems that the Assembly Line have got of the writing maddeningly addictive games off to a 'T'. E-Motion begins as relatively simple and playable game, but by the time you have been stumped on level 19, you start to realise that it has that elusive 'just one more go' feel to it. The graphics are simple but perfect for the game. Rather than leave the backgrounds bland and colourless, an attractive use of shading and colour used. With addictivity so potent you could bottle it, E-Motion is one of the best original games I have seen for a while.

It is often said that it is the simplest ideas that are the most effective. So, leaving their Ferraris, Ghoulies, Ghosties, and Striders behind them, U.S. Gold have unleashed E-Motion onto an unsuspecting public. Written by The Assembly Line, E-Motion is set in a mysterious fantasy world made up of fifty colourful levels of balls, elastic and strange pipebased obstacles. To make your way through to the final stage and victory, you must take the helm of your Asteroids-style spaceship and clear each stage of the spheroids. The system used to pilot your ship is akin to the one

used in Atari's aforementioned boulder blaster - ie: the joystick is used to rotate the ship, and fire ignites the ship's burner, propelling it across the screen to empty each screen of the pulsating globes. This is set against a strict time-limit, and the only way the screen can be cleared is by bouncing a ball against one of its corresponding colour. However, matters are complicated if you should accidentally cause two balls of a different colour to collide. Should this happen, a small ball of another colour will appear and, unless it is immediately passed over for extra energy, it will rapidly expand to full size and confuse the situation further.

As you progress through the levels, new hazards and obstacles are added to confuse and frustrate. As mentioned, some of the levels feature geometric patterns of pipework, and these are often used to keep balls apart, resulting in a frequently harrowing bounce around the 'wrap-around' screen as you attempt to guide a near-exploding ball to the other side of

the barrier with your ship's nose cone. Likewise, the addition of bands of elastic between the two balls adds to your problems, as knocking one of the two linked balls can result in its trailing partner whizzing up the screen colliding with everything in its way and producing countless more problematic mini-balls. Not everything in E-Motion will have you pulling your hair out, though. Every now and then, a small inconspicuous pod will appear from nowhere and, when passed over by your ship, it allows you to clear the screen of balls simply by bumping into them.

Once four screens of the pulsating problems have been cleared, you are given a crack at one of five bonus screens. Instead of bouncing balls against one another, the screen is littered with small coloured pods. Each pod has a different effect on your ship, and while one sub-game will involve collecting a set of blue pods in sequence for maximum points, others will simply send you careering around the screen in

SOUND

Minimal but very effective sound. A small jingle opens each stage, and ingame effects are mainly bouncy noises.

55%

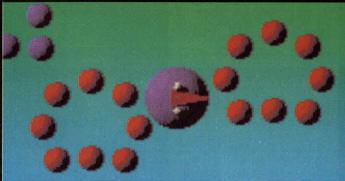
DOUG

Original games are very few and far between nowadays, with most of the good ideas already used; but for those of you who think that there's nothing new left to do, E-Motion's here to prove you wrong. The gameplay is very good, with one or two people being able to play at once, and even with one person the game is a good laugh. Whatever type of games you like, E-Motion is a must.

THE CAST



The key to completing a stage is by manouevring your ship so that two balls of the same colour can be bounced against each other. When they touch, the two balls will then disappear from play.



If a ball is left for too long, it starts to pulsate madly before eventually exploding, taking a lot of your ship's energy with it. Your ship contains only enough energy to survive two explosions, and any more will cost you one of your three lives.

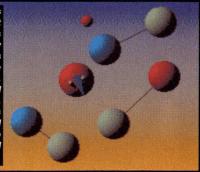


When balls of different colours collide, a different coloured pod appears between them. This will soon grow to full size, but collect them when they are still small to top up your ship's energy supply.



Occasionally, small capsules appear and, when collected, allow you to complete a screen simply by passing over the multicoloured spheroids.

Getting to grips with the elastic that links some of the balls together is extremely tricky. As one ball is knocked slightly, the elastic reacts violently, swinging the other ball into play and, normally, scattering balls everywhere and prompting them to multiply into unwanted pods.

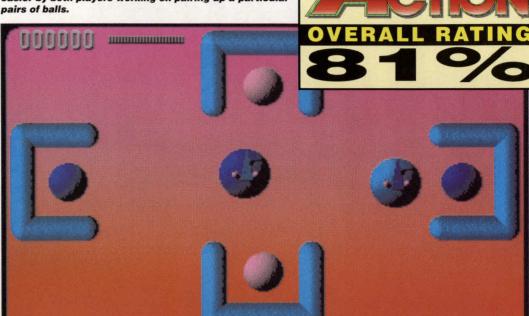


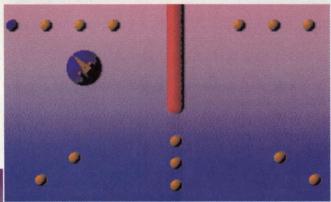
order to collect as many shipenhancing red and yellow pods as possible.

E-Motion is one of the most refreshing and original games to be released this year, and not only that, it's extremely addictive with it! The use of colour is nothing short of superb, with the back drop using the most subtle shading I have ever seen. E-Motion keeps the player totally hooked. The use of the 'elastic' connections makes the game even more absorbing, and kept me trying to master the controls for ages. A first class game that is a definite buy!

Looking screenshots, you may not think that the game looks that impressive. However, the balls and backdrops are nicely coloured, and the overall impression is a good one.

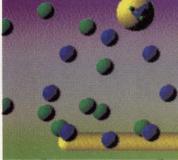
The game offers both one and two-player modes, but the latter option is by far the most enjoyable. Working as either a team or against each other, the two players must work out strategies to clear the balls quickly. When working as a team, the task is made easier by both players working on pairing up a particular





(Left) Every four levels, the ballbouncin' action is interrupted by a small bonus screen. These vary in content, but the general gist is to either collect a sequence of balls in order, or rush around collecting as many enhancement pods as possible within the ever-decreasing timelimit.

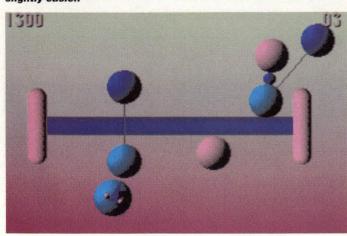
(Below) The controls of your rubber-surrounded spaceship are very similar to those used in Asteroids and, more recently, Rotor. However, your ship isn't affected by inertia, and is thus extremely manoeuvrable through tight squeezes.

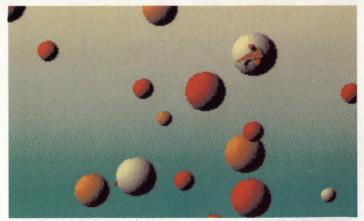


Oops! It looks as if your spheroid-bouncing skills aren't all they could be, and the game is ended somewhat prematurely to the explosive sounds of erupting balls!



The pipe obstacles that adorn some levels make getting the balls from one side of the screen to the other extremely difficult. Luckily, though, the screen 'wraps' around, making it slightly easier.





Just a small example of what happens if you let too many balls of the wrong colour bounce all over the screen! In a situation like this, it is very unlikely that you will be able to collect all of the small pods before they reach full-size, so it is better just to accept your explosive fate.

EA £24.99

Welcome, young student, to the Dojo. I am Tobiko, your sensei. I will train you in four of the martial arts - Kendo, Karate, Bo and Nunchaka. By the time I have finished training you, you will be proficient in all of these skills. To become successful, your strength in spirit must be as strong as you muscles, and you must persevere through rigorous training with absolute dedication.

This is how you are greeted when you enter the oriental Dojo. As you stand in the courtyard, you can see four huts, a large sparring mat and a great hall out in front. Upon inspection, the huts are the training Dojo in each of the four arts, the pad is for combat, and the great hall houses the Budokan. Practice makes perfect, so you must improve your combat skills by entering one of the Dojos.

First off, Karate allows you to practice your unarmed combat skills, and learn to execute moves that will incapacitate your opponent with a single blow. A wide variety of kicks and punches are available, so a nifty bit of joystick manouvering is needed if the correct move is to be selected at the right moment.

Kendo is the first of the four to use a weapon - A long pole that is used to attack and defend. It is obvious that the weapon does more damage, and therefore

STEVE

Although I prefer my martial arts games to be fast and furious like IK+, Budokan is a playable entry that takes the genre one logical step further. The game offers a number of arts to practice, and each one allows you to perform a wide variety of moves easily and quickly. The variety of events, combined with the sheer playability of the game, makes Budokan one of the better martial arts games, and ranks up there with the best.

protective clothing is issued to the warriors. Once again, a massive thirteen moves are possible, some look as spectacular as they do on Bruce Lee films.

Third of the bunch, is Bo, the martial art that uses yet another large stick. Bo is primarily offensive, so you must put each move to good use and get the best out of you ever-depleting stamina bar.

Last, but by no means least, Nunchaka is the use of two small poles joined by a chain. This is by far the most spectacular weapon, and trying to master it as it flies around your body takes a little time. You can either choose to attack from a long distance by swinging the weapon out in front, or block and parry your opponent's attacks as he rushes towards you.

Once you have mastered each martial art, you can venture onto the sparring mat where every weapon will be open to you, as will they be to your opponent who can either be computer controlled or played by a friend. A total of over fifteen different combinations can be played, giving you a good chance to get in further practice before daring to enter the Great Hall.

You will have to enter the Great Hall some time, and when you do you will be met by your sensei, who you can question. Before long, you will want to enter the Budokan. Basically, it is just a number of fights that pits you against increasingly difficult opponents. Before each fight, a brief description of the other player and his style will be shown, allowing you to think over the best tactic in order to defeat him.

SOUND

A bit weak in this department. Just the usual grunts and groans as the fighters lock horns in mortal combat.

63%



As you stand in the breezy courtyard, you ponder over your next move - shall you enter the Budokan or keep on practicing?



You always have your fists if a weapon isn't available, and learn to use them to their best effect in the karate dojo.



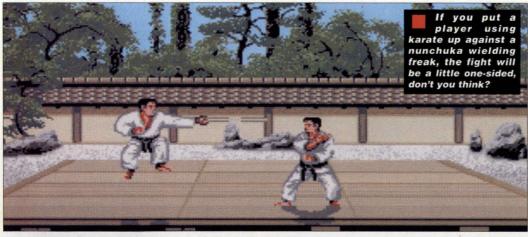
Clad in baggy robes and a heavy face protector, you ready yourself to defeat the oncoming opponent in the Kendo dojo.



The third dojo specializes in the art of nunchaka. You must practice the many available moves before you can master this complex weapon.

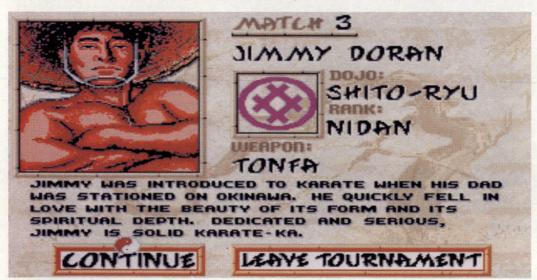


Although the stick use in Bo is heavy, enough practice will allow you to swing if as if it were a match. After a while, you can execute spinning-jump attacks without even thinking.

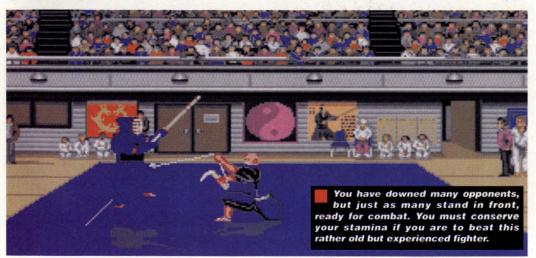




In front of you lies your destiny; the great hall and inside the Budokan. By the size of the crowd outside, you can tell it is going to be one hell of a fight.



Before you enter a fight, a brief description of your opponent will appear. This informs you of his preferred style and his good points.



I was in two minds about Budokan, because, although it is a brilliant game that is enjoyable to play, I found that the attack controls rather over-complicated. Far too many times I found myself blocking when I wanted to hit my opponent, and I found that incredibly frustrating. Budokan rates amongst the best martial arts games that are on the market today, and if you have got the patience to master the controls, you could do far worse than try Budokan for size.

If you thought that there was nothing left to do with martial arts games, then you were wrong. Admittedly, Budokan is just another beat'em-up game, but this time you and your opponents have the choice of quite a few weapons to use. At first you can practice using the various weapons, and then once you think you're good enough you can go and test your skills in the tournament; and of course, what martial arts game would be complete without the two-player mode. Budokan is Electronic Arts at their best.

Large sprites that move smoothly but slowly across the screen. Superb animation and good use of colour make for a better game.

VIRGIN £19.95

RISIX

Oh dear! Not another one of those boring board game conversions. That's what most of you will say when you see this game on the shelves of your local computer shop; and although you might not think this game is going to be your cup of tea, you will be surprised. Risk is without a doubt a strategy game, where the object of the game is to take control of the World. From one to six people can play at the same time, and as always the more people there are, the more fun the game is. Depending on how many people are playing you get a certain amount of armies to distribute amongst your countries, and then hopefully use to invade and capture the surrounding land.

Winning a battle mostly depends on luck, although the more armies you have, the better your chances. A couple of dice will be rolled, and the side that rolled the lowest number loses an army (a maximum of three dice can be rolled by each side, so the most you can lose in one go is two armies). If you manage to invade a country, at the end of the turn you will receive a Risk card. There are three different cards; artillery, infantry, and the cavalry. When you get three off the same card, or one of each type you can trade them in for bonus armies. Wild cards can also be won and these can be used to take the place of any card

ALEX

Risk used to be one of my favourite board games, and it still is, so I was over the moon when I saw that Virgin had made a brilliant job of converting it onto the Amiga. Risk's absorbing gameplay can hold the player for hours on end, keeping him/her hooked until they conquer the world. Overall, Risk is a top notch piece of software and deserves to be in anyone's collection.

DOUG

Most of the board game conversions I've ever played have been rather dire and not nearly as much fun as the original, but Risk is different. Although the graphics and sound are rather poor, the game is very addictive, and when playing with a friend you can play it for hours. The single player mode is quite good as well, with the computer being able to control five, variably skilled opponents. Risk certainly kept the whole office engrossed, so when you see it in the shops, give it a try.

GRAPHICS

There isn't much variety to the graphics, but the world map lets you know what's going on and that's the main thing. The risk cards are quite nice.

47%

SOUND

Apart from a few beeps at the beginning of each turn there is no sound whatsoever. But this doesn't really detract from the game.

50%

Look at all that scrummy unoccupied land; but this is just the set-up stage and before long each piece of land will be owned by someone.

65%

(Beolw) The situation isn't looking too bad, but this is just the beginning of the game and there's plenty of time for things to change.

(Below) Getting the matching cards can make all the difference between winning and losing the game. But with a bit of luck you'll get your hands on a wild card.

Antillary: 4 arnies
Infantry: 6 arnies
Exchange Caulry: 8 arnies Cancel



The defending army is totally outnumbered. Let's just hope he takes out a few of the enemy before he's wiped out. Using all of your resources you manage to capture a whole continent, and more importantly, if you've still got it next turn you'll get a few extra armies to play with.



A QUEST BEYOND BELIEF... A WORLD BEYOND IMAGINATION!



ORODRID is a city rich in culture. A place of music, art,



poetry, politics and religion. A civilisation thriving on wealth and power. A CITY MADE OF BONE ... The journey through the skull or TSIMIT is a dangerous one, but success
will bring you great power and position
in Orodrim society ...
AS YOU ENTER THE WORLD OF THE CRYSTALLION.



THE BOSU MIND CHALLENGE A game of strategy, philosophy and psychological agility. Master the art of the Bosu or give up all hope of reaching your Crystallion.

A DARK UNDERWORLD



Overcome the eerie darkness of the four VEILS of the TSIMIT, carefully searching the maze for the valuable crystals that will allow you to journey onwards and rise in the ranks of Orodrim society.

- HAM MODE RAY TRACED GRAPHICS.
- ORIGINAL STEREO SOUNDTRACK includes nonrepeating music
- generator. DIGITISED VISUAL AND SOUND EFFECTS.

TRICKS OF THE TRADE

Using your trading ability, generate the currency required to pay the keepers, and to fortify yourself on the long journey through the TSIMIT. But beware, compete too ruthlessly in the HARESH and you may find yourself isolated when YOU ask for assistance.

THE GIFT OF SECOND SIGHT



Sharpen your telepathic senses with meditation, concentration and memory exercises in the intric card game Deketa.

Only available on AMIGA

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If anybody mentions horse-racing to me, I immediately think of a couple of old geezers standing in a betting shop and spending their pensions on the gee-gees, but once I'd played Elite's Grand National, I changed my thoughts. The Grand National is a prestigious horse-racing event that is held all but once a year, and is something that leading jockeys and trainers would love to win. Grand National is obviously based around this meeting, and gives you the chance to saddle up and lead your nag to victory. To begin with, you begin with a

measly ten thousand pound, with which a horse has to be bought. With financial limits this small, you'll have to buy a cheap mount before progressing to a real thorough bred after you have earned money on winnings and

Horse racing must be THE betting man's game, and money is usually flooding around in Grand National. If you've got a couple of thousand to spare, why not put them on the horses in the hope of gaining more cash. Before you select the horse you wish to purchase, it's best to view the

animal's statistics, which is it's form and it's age. It is pretty straight forward that an old horse is going to be unfit, but it may be experienced, so it is best to get a horse that is middle aged. Form is how good the horse is at racing. ranging from under ten which is basically a beginner, to over twenty which is a horse that finishes first virtually every time.

You don't have to race in every Grand National, but it is recommended because you have a greater chance of winning money, therefore allowing you upgrade your mount to a better one. Once you have decided to race, you'll kit up into your jockey's outfit and leap onto your horse. The race will begin as the commentator shouts 'And they're off...', and with that, the other competitors bound off ahead of you. On the left hand side of the screen, there is a speed bar, and on the right is a bar that measures your energy. You've to judge the correct speed at which to travel, remembering that your energy must remain high. A joystick is best used when racing, nudging the stick forward to speed up and left and right to weaving through the other riders. If you find that the opponents are just whizzing past you, it is best to ride in front of

Although I'm not a great fan of horseracing, Elite's game proved to be quite enjoyable. Although a newcomer to the sport may not understand what all the odds mean, the game is easy to get into, and fun to play. The arcade section requires patience or you will literally end up flogging a dead horse, but taking your nag to the limit just adds to the, already taut, atmosphere. A neat and original game worthy of consideration.

A lot of you are probably thinking this is just another one of those run of the mill games that is going to rely on the Grand National tie-in to sell it. Well, that's not so. Once you get into the game, it's really addictive and you just can't get enough of it. There was only one thing that I thought could have been changed, and that was the amount of simulated years the game can be played over, but apart from that the game's not bad.

An effective galloping sound has been used when racing, which cuts out when you jump. A suitable tune plays throughout the menu screens, this feeds your enthusiasm to get out on the course and win.

Elite are raising their standards if Grand National is anything to go by. Grand National is surprisingly addictive, and would offer a great deal to anyone, even if they weren't interested in horseracing. Although I found the racing sequence a little long, it is the high-light of the game, and makes Grand National far better than any other game of its type. I do question its lasting appeal though, and it is best to seriously think about spending your money before jumping in at the deep end.

them, thus making them lose speed whilst they are stuck behind a slower nag.

There must be hundreds of budding jockeys around, and if you think you are a bit of an expert when it comes to horses, you'll have your chance when you get your hands on Grand National!

The menu screens are nothing special, but the racing and winning sequences have been drawn and produced to a high standard. The horses have been well drawn and animated, although they seem to carry a rather bulbous behind!



Buying and selling horses is a good way to make a profit, but you must have the capital for it to work.



(Left) Betting is a main feature in Grand National, and with a large sum of money at your fingertips, you decide

to indulge yourself. You must select which horse you want to bet on, then choose the amount to bet and whether to bet on the horse winning or coming in the top four places.



If you wish to race, a horse must be chosen on which you are to ride. A quick trip to the stables will allow you to select the horse that you wish to ride.



'And they are off...' As the race begins, you can barely see the mud that the opposition are kicking up behind them. Giddee up, Boy!

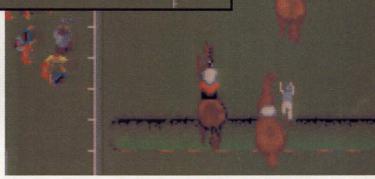


(Left & below) There will be thirty fences to be jumped if you are to cross the finish line. This is done by gaining the required speed and pressing the button, making your mount leap over the hedge. If you are too late though, you horse will grind to a halt and throw you over its head. Better luck next year!

Grand National The Results Are Fox Bury 1st

1000-1 2nd Good Crack 20-1 3rd Why Forget 4th Rubistic

You race over the finish line and await the result with baited breath. Did you come in first, or was it second. You'll find out soon, because here come the results over the loud-hailer.





US GOLD £24.99

KNIGHTS OF THE CRYSTALLION

Once there was a huge beast, who swam in the seas of our planet when it was still but young. This beast was larger than anything that had ever lived, or has lived since - with it's head alone being the size of a mountain. Unfortunately, it was because of the creature's enormous size that it had to constantly search for food and then, one day, it became trapped within a huge underwater valley while hunting. That valley became the beast's final resting place. Many years passed; the waters lowered, and the walls of the valley turned to dust, but still the bones of the creature existed, until eventually they were found by a wandering tribe. Astounded by their discovery the tribe set up camp, and built a city within the bones of the great animal, the animal that they named the Orodrid.

You are a man who has grown to prominence in one of the Orodrid families, and it is now time for you to take command of that family and to learn some of the secrets within the skull of the Orodrid. You must go into the Tsimit, and retrieve one of the legendary Crystallion Eggs. A lot of preparation will have to be taken before you should enter the Tsimit, and your telepathic senses will need to be high if you are to succeed; the Deketa card game is the best way to accomplish this. A set of cards will be set face down

ALEX

It's not often that a game can boast of being totally original, but Knights of the Crystallion is just that. It has a long term task that will keep the player absorbed for hours, and once they have completed it, they can try yet another way to complete the difficult objective. Graphics and sound are stunning, with superb sampled speech and visual effects. With the release of Knights of the Crystallion, U.S. Gold have definitely come up with one of their best games to date.

on the table in front of you, and using your senses you must match all the pairs. Once completed, you will be able to gain help from the Crystallion in some of your tasks, and you will also be able to teleport yourself

out of the Tsimit at any time you wish.

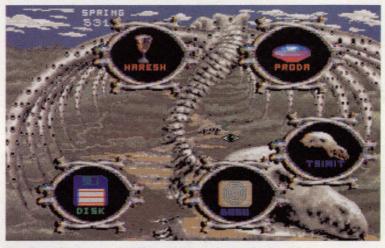
You will have to keep an eye on your family's finances if they are to survive while you face the ordeal within the Tsimit. At regular intervals you must take a look at

SOUND

Again, the sound is very similar in style to that of Sinbad, and U.S. Gold reckon that the in-game music never repeats. Very nice, and very different.

85%

your family's produce and decide what to buy and sell, and what price to charge. Luckily, you'll have a little help from the Crystallion if you've succeeded in the Deketa game. Eventually, you will be ready to enter the Tsimit.



There's plenty of things to do at the beginning of the game, but before you dive into the Tsimit, maybe you should practice at some of the other tasks.



(Left & right) Your family sells quite a few different products down at the Mudder Market, but selling them depends on what prices you charge; and as you can see on the Haresh page there's a good selection of other competitive families, all wanting a share of the market.

Y BY TRADE



(Below) The Tsimit is a maze of different caverns, and every available path will have to be taken if you're to find all of the crystals that will be made into your suit.



Not all the rooms within the Tsimit are lit, and until you've collected the crystal within this room you're going to have to rely on your fireballs to light the way.

Those of you who have played Cinemaware's game, Sinbad, recognize the style of the graphics. There are plenty of different sprites and pictures, with a few of the pictures being in HAM.

Inside, you will find a selection of crystals that must be collected, and then taken outside to the Proda. Within the Proda you will be able to join the crystals

The varied gameplay of Crystallion makes it initially appealing, yet, somehow, there is enough long-term gameplay to keep you coming back for more. Everything about the game is polished, with well presented graphics supporting the fun gameplay, and when the programmers say that the in-game music never repeats, I could believe them . it's brilliant! U.S. Gold have come up with a real winner here, and I look forward to a sequel.

together to form a suit, and then power up the suit before reentering the Tsimit to venture deeper. The various levels of the Tsimit are know as veils, and before you can enter a lower veil you must first win a game of Bosu. Once you have passed through all

of the veils, then you will be able to take the Crystallion Egg, but even this will prove a task, with only your genuine skill seeing your quest through to its thrilling ultimately

conclusion.

Knights of the Crystallion is a very good game with a lot of different things to do. The gameplay is really addictive, and although some of the different subgames are a bit basic, they're still extremely good fun. If you liked the good old games, such as Sinbad, then you're going to love this.





Now that you've got a few crystals you can begin to make your suit, but charging it with power is the main thing. The more powerful your suit is, the better.

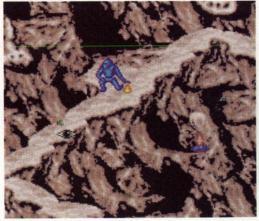




The Tsimit gets gradually harder as you progress. Within the fourth veil you will have to travel through lifts to get to some of the



Bosu is a popular game in Orodrid, and translated the word roughly means 'making the most of small resources'. But ve you the skill to win.



getting to the crystal wasn't hard enough, a monster picks it up and carries it off to the other side of the screen. But if you wait long enough he might just bring it back.

RELINE £19.99

Science has progressed more during the twentieth century than it has during the whole of Earth's history. At points, it seemed as if our inventions would be our own undoing, and that the very weapons we had designed to protect ourselves, would be the very same ones that would kill us; but just when people started to get things right, an alien race that had infiltrated Earth unnoticed, attacked and almost succeeded in wiping out mankind. Only a few of us survived, but among that small group of people was a hope -Dyter 07. Dyter 07 was the most powerful and sophisticated helicopter ever built, and with this craft laid mankind's only hope.

Using the helicopter, and a small ground vehicle that is also on board, you must somehow destroy each of the alien leaders, located in various Control Centres. The Control Centres will be both well protected and hidden in the surrounding landscape, and you

STEVE

Housing gameplay just a bit similar to the old classic. Choplifter, Dyter-07 failed to impress me. The graphics and bright and colourful, with some end-of-level neat creatures, but the gameplay was repetitive and I soon grew bored with it. Blasting enemy ships, only to have them re-appear, made the game frustrating to play, and resulted in rapid loss of shields. A well presented game, that fails to break any new ground.

will need to use the Dyter 07's hi-tech tracking system to locate their position. Unfortunately, enemy robots have been placed within the immediate area and all of these will have to be deactivated before the Control Centre can be located.

Captured scientists can sometimes be found after you have shot some of the enemy ships, and if one is rescued and taken back to your base, either your helicopter or ground vehicle will be given a special extra to help you in your struggle. Dyter 07's shields can also be replenished while inside the base, so if you get into any trouble it's always advisable to go back and get repaired. However, POWs can be found now and then, and when collected your shields will automatically be repaired. Dyter 07 is mankind's only chance

GRAPHICS

Colourful graphics that are pleasing to the eye. The game does slow down when the screen fills up, but doesn't happen that much.

50%

SOUND

Some good foot tapping music on the title screen, and there's a few effects during the game giving you the feeling of power as you blow away the vile aliens

55%

•DOUG

Dyter-07 is just another average shoot`em-up. The game isn`t amazing, and it isn`t bad. The combination of the two different levels (horizontal and vertical) makes a nice change, but apart from that there`s nothing that we haven`t already seen. If you are after something to pass the time, then Dyter 07 might be worth a try, but try before you buy.



RATING CO

55%



After receiving one to many hits, you return to the base and recharge your shields, and if you've got a scientist with you, you can gain access to a rather nice extra for your ship.



At last you destroy all of the ground robots and manage to locate the Control Centre. Piloting Dyter 07 above the volcano you prepare to do battle with the alien beast.



Once inside the Control Centre you must avoid and destroy a lot of different obstacles before you actually make it to the beast, but will you survive?

Eventually you get the beast in your sights and let him have it. You must get as many hits in as possible, but watch out for his bullets.





There are quite a few of these little menaces to destroy, and as you progress through the game the number of enemy robots you will have to destroy will get larger and larger.



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It almost feels as if the music from 2001 - A Space Odyssey should be blaring from the speakers as you come in to land on the desolate surface of the moon.





As the mothership flies just above the surface, you drop out into the midst of the action. From now on, you're on your own, and only you can save the Universe as we know it!

ALEX

If you liked the you'll Aliens. Infestation. Infestation could be renamed Aliens, because even the story line is very close to the hit film. The game area is big to say the least, and should take many an hour to explore every room possible. Infestation is a little hard to get into, but once you've started playing, you'll be hooked. Overall, Infestation is a high quality game that should appeal to anyone, loves a little variation from the usual shoot'em-up.

PSYGNOSIS £24.95

INFESTATION

In a galaxy far, far away, a foul deed is brewing. Someone or something is planning to take over the Universe. It all began when one day, transmissions, from moon colony, Alpha II, ceased. The last reports from Alpha II were that of terrible occurences. A group of scientists had set out to explore a neighbouring planet for life-forms, and had come back

with a number of specimens, most of which where indigenous to the planet. But they had also found a nest of eggs, and being of the inquisitive type, they took a few back as samples. Little did they know, that inside these eggs, lie embryos of a race that would destroy the planet unless they were themselves destroyed, and quickly. Thinking no more of it, they left them, that is, until they hatched.

This is when all transmissions faded. This is when the colonial marines, and you, were informed that your services would be required. You are crowded aboard the interstellar space craft and briefed on your mission while you travel: To enter the complex, find the eggs and destroy them annihilate the aliens. You must locate the power source of the complex and blow it up, making

sure you are off of the planet first.

The game begins with you being dropped off on the planet's vector-graphic surface, and before you know it, you're surrounded by a number of droid and poisonous creatures, crawling ever closer. It doesn't take long before you realise that they want your blood, so you must either fight your way out or better still, fly away using your Manned Manoeuvring Unit. A quick tap of the button and you'll rise up and out of the hostile alien's reach.

After a brief look around, you notice a few strange rectangular blocks standing on end. A close inspection reveals that they are computer terminals and request your identification. You enter your name and access to transportation. Who'd have thought that your name, Kal Solar, would have opened up the

DOUG

In the past, some Psygnosis games have had superb presentation and very little playability, so when I saw the impressive opening sequence, I was more than a little dubious about how it would play. However, after I had spent a few games scouring the ultra-smooth play area, I had to admit that Infestation is a winner. I, like everyone in the office, am a great fan of the film Aliens, so the game's storyline made it easier for me to get involved, but the game itself also proves to tremendously addictive. Well worth a look.

First there was the egg, and then, the alien... Gas sounds like a good way to eliminate the alien embryo, but there's always the cyanide shells...





If you think you have shut all of the enemy outside of the colony, you couldn't be more wrong. One of the hardiest of opponents is this grinning face, that lets you eat photon death as it unleashes pure energy from his eyes. Argh!!

We will exterminate! Plasma bolts are fired towards you as these lumbering hulks of metal crawl towards you. It takes a couple of blasts to penetrate their metallic skin, so give yourself plenty of time.



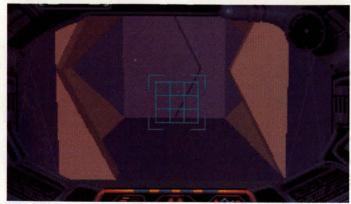
Nice loading tune, and well implemented spot sound effects that feature throughout the action. The breathing effect is particularly nice.

network. Before you can enter the complex though, you must go into the transporter, which is usually situated nearby. If you follow the arrows on the teleporter, you'll be inside in no time.

Once inside, a maze of corridors will confuse you at first, but after a while you'll get to know your way around. Blast doors block your way, and clues and other helpful items will be found strewn across the floor. You must search every nook and cranny to find what you are looking for, and many a locked door will have to be opened before you find your goal. When you find an egg, your gonna' have to destroy it, and you carry a number of gas cannisters on you which you may use, or alternatively, cyanide shells can be found throughout the colony.

Brilliant use of vector graphics, with some of the most complicated shapes made UD polygons.

With a scenario straight out of Aliens, Infestation has to be one of the most involving games I have played. The play area is massive, with plenty to see and do, and all the action is shown in superb, smooth 3D graphics. In addition, while Psygnosis have really gone to town on the presentation, they haven't scrimped on the gameplay and, whilst it may prove a little difficult to get into, perseverance most certainly pays off. After the disappointing Stryx, Infestation puts Psygnosis back on the right tracks.



Each corridor is split up by numerous blast-doors, which can easily be opened by pressing F1. The only thing is, what's waiting behind it ...?



There is a vast number of items that you will not be able to recognise, but you are able to interrogate an enemy computer and find out valuable information on these objects.



You can bet your bottom dollar that there will be either a teleporter or terminal point near a radar dish, along with a horde of droids that charge towards you, guns blazing.



(Above & below) One single teleport journey lies between the outside and the inside of the colony. In front, the teleporter buzzes with activity, waiting for someone to use its powers. As you step inside, you feel a surge of power flow through you and all goes black. As you come to, you notice that the scenery has changed from a hostile planet surface to the cleanliness of the colony



GINIGITHE AMEAWAY

IT'S GTGA WITH DOUGIE

Greetings, and welcome to another edition of GTGA with me, your ever-smiling host, Doug Johns. Response to our GTGA section is starting to improve a helluva lot, and this month we have cheats for almost all of the big-name licences released over Crimbo. In addition, we have got playing guides for Lucasfilm's Maniac Mansion, Time, and Snoopy, which we have managed to squeeze in between numerous circuits on the office Scalextric. OK, enough of my old bleating, ever onwards...



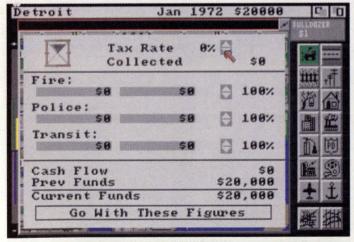
DRIVIN' FORCE - DIGITAL MAGIC

If you want to get five more minutes worth of enjoyment out of this turgid race game, then follow the advice offered by Julie (wow, a girl tipster!) Marsh from Altrincham. When the main menu screen is shown, take the key pointer and click on both of the `i`s of the word Drivin`. Start the game as normal, and you'll notice that your vehicle can`t come off the side of the track - although it is possible to crash into the roadside objects.



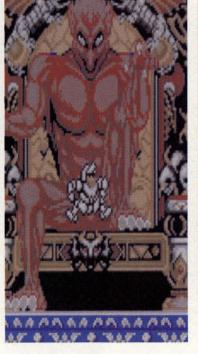
AFTER THE WAR - DINAMIC

Jungle Rogers' exploits see him battling away against almost impassable odds - but no longer! During the first stage, press the ALT, B and 1 keys at the same time, and unlimited time and energy will be yours. Likewise, in the second level, hold down the ALT, M and 1 keys for the same effect. Plus, for anyone who doesn't want to cheat but does want to play the second half of the game, the entry code is 101069.



SIM CITY - INFOGRAMES

Neil Pollard once again supplies the info - this time for plenty of wongah in Infograme's neat build'em-up. Set the game speed to medium, and the taxes to 0%. Play as normal and then open the budget window. Set the taxes to 20%, but lower them back to 0% in January. Now the Sims think that they don't pay tax, as long as you repeat this process.



GHOULS 'N'GHOSTS - US GOLD

conversion of this brilliant Capcom coin-op is superb. So here, from the oh-so-kind people at U.S. Gold themselves, is the cheat that will make defeating Lucifer that much easier. Start the game and leave Arthur where he is. Now quickly type in the word KARENBROADHURST (no space), and the message cheat mode on' will appear. If it doesn't just type it in again, and eventually the game's collision detection will switched off. Don't get too complacent, though, as falling through the bottom of the screen and running out of time still kill you.

OPERATION THUNDERBOLT - OCEAN

Tired of getting wiped out by the terrorists just when the action starts hotting up? Then it's Damon Wheatley, from Glamorgan, to the rescue. Keep playing through from the first level until you score 50,000 points, and when the game ends, don't continue. The high-score table will appear, so type in WIGAN NINJA and lo and behold - a cheat is accessed. You won't be immortal, but by pressing F8 you can skip levels. One word of warning, though, make sure that you rescue at least hostage when the computer informs you the level features them.

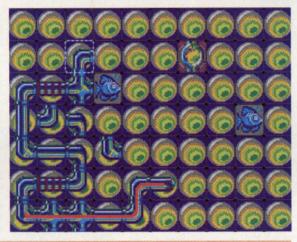


CHASE H.Q. - OCEAN

We've already printed a cheat for this, but here is the official cheat. When the title screen disappears, press the firebutton and hold down the left mouse button. Now enter the word GROWLER several times. If all goes well, pressing T will then top up your time limit every time it gets a bit low. Thanks go to Nick Sanders from Wellingborough, for that

PIPEMANIA EMPIRE

This superb puzzle game had Steve and I playing it for ages in two-player mode. So, here to prove the fruits of our labours, we proudly present as many of the codes as we can remember! Ball, Blob, Wild, Dock, Grip, and Ooze. They aren't in any particular order, but they should take you up to at least halfway through the



BATTLE SQUADRON - ELECTRONIC ZOO

Somehow, this game slipped through the AA reviewing net. A pity, as it is one of the best shoot'em-ups out and a worthy sequel to Hybris. Any road up, enough of this old tosh, let's get on with the cheat, sent in this time by Craig Stewart, who hails from our home town of Chichester. At any time during the game, type in the word CASTOR. The screen will flash green and immortality will be yours



P-47 - FIREBIRD

Neee-owwww! Dakka-dakka! Yes, despite that corny intro, there is actually a useful tippette for this playable shoot'em-up. Get on the high-score table and instead of your name, type in ZEBEDEE. Now start the game again, and press F1 for extra lives, and F2 to skip a stage. Ta very muchly to Steve Deal from Ilfracombe for that un



NINJA WARRIORS - VIRGIN

You may remember that we printed some cheats for this last month, but A. Clarke, from Liverpool, has found a proper infinite lives cheat. Press the CAPS LOCK key and type in CHEDDAS. Now turn off the CAPS LOCK and start the game.



UNTOUCHABLES - OCEAN

Eliott Ness and his men have a real tough old time at the hands of Capone and Co., but no more, because once again Julie Marsh has come to the rescue! Pause the game, and type in the immortal legend: SOUTHAMPTONGAZETTE (no space). Now just press F10 to skip a stage - easy, huh! Thanks Julie.

COMMANDO - ELITE

Although there you can't choose which route to go in this dated shoot'em-up, we couldn't resist printing this colourful map supplied by Elite themselves. If nothing else it will at least forewarn you of what to expect and when, and it also gives forewarning of the whereabouts of deadly obstacles, such as bunkers and ditches - just what any budding soldier needs. Thanks go to the guy who programmed the guy, for all the hard work he put into it.





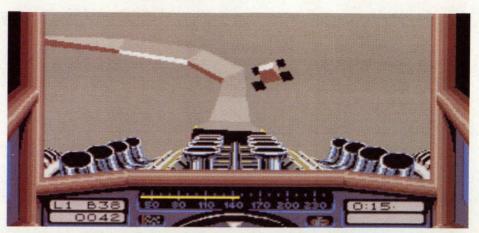
RINGS OF MEDUSA - STARBYTE

Type in the following, both quickly and accurately on the title screen, and a cheat menu will appear: DESOXYRIBONUKLEI NSAEURE (no spaces). What it means, I don't know, but it definitely works. Ta very much to Simon Durrin from No Fixed Abode (or rather, didn't write it down, anyway!).



BOMBER -ACTIVISION

I was surprised to hear that this game actually had a cheat in it, but apparently, if you type in the word BUCKAROO as the pilot's name, you will find a mad message appears at the bottom of the screen in reply, and that you can then have a go at any mission you please. Grateful thanks to Christopher MacDonald, from Kirkintilloch near Glasgow, for that'un. Just a quick warning, though, one of the guys at Activision says this cheat won't work with newer versions of Fighter Bomber.



STUNT CAR RACER - MICROSTYLE

Just a quickie from our old mate Nick Sanders. If you get stuck in a ditch, don't worry! Just drive slowly along, and then ignite the turbos. You will now reach the other side easily.





TIME (PART THREE) - EMPIRE

As you arrive in Leonardo's time period, you will notice that you are in the same room as a long haired woman; this woman is the Mona Lisa. Talk to her, and then walk to the right and talk to Leonardo. Walk to the right again, talk to a man called Salai (Leonardo's friend), and then take the rose. Give this rose to Lisa so that she lets Leonardo paint her, and then talk to him and take the plans he gives you. Go back and talk to Salai, then walk right to the alley to check if anyone's there; then tell him that the coast is clear (even though there's someone there). When Salai goes into the alley and starts fighting, walk to the right (ignoring the fight), and give the plans to the man (Borgia) in the next screen. He will give you a gem in return for the plans. and this must be given to Leonardo to persuade him to hold the amulet. Talk to Leonardo, and then take the amulet and go back to the Historisat. Once back at the Historisat, simply go to the time machine in gallery seven, and enter the code "18201910" to take you to Florence Nightingale's time period (guess where that come from)



RALLY CROSS - ANCO

I quite like this Super Sprint clone; it's just a pity the controls let it down. Oh well, follow the advice of Neil Pollard from Brierfield and you may find the game gets a little easier. When the game starts, follow the railway track and the screen will soon go blank. Now you will find yourself with twenty-four tokens with which you can equip your car with just about everything.

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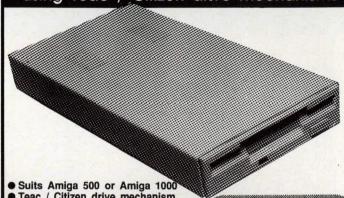
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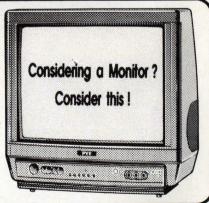
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GTGA: MANIAC MANSION

Uh-oh, the evil Doc has kidnapped Sandy, so a brave trio of teen axe-bait must venture into his spooky mansion to rescue her. So, selecting Dave, Mike and Syd, let's get in there and go get her!

MAKING AN ENTRANCE

Select Dave and move him to the door mat outside the house. Look under this and, lo and behold, you'll find the key that will enable you to enter the building. Once inside go to the library, and switch on the light (finding the switch can be a bit tricky, but it's there somewhere) so you can see what

you're doing. Go to the far right hand side of the book shelf and knock open the panel to discover a hidden tape. Go back to the main hallway, where you entered, and go upstairs to the art room where you will be able to collect the bowl of fruit and paint remover.



THE SOUND OF MUSIC

Start walking left, and climb the stairs that you will meet. Open the first door and go up the ladder on the wall to the left. In this room take the record on the shelf, and the yellow key (behind the speaker on the right). Climb down the ladder, exit the room, and enter the fourth door on the landing. Inside you will find a Hunk-O-Matic machine. Use it twice, to increase your character's strength and go to the bathroom on the right. Take the sponge, go back downstairs to the first floor landing, and enter the music room. Play the record on the record-player, and put the tape into the cassette-recorder; press play

followed by the record button. Once the music has finished turn off both appliances and take back both the record, and the tape. Go back to the living room and open the cabinet with the radio on top of it. Play the tape on the player that's inside and the chandelier above will shatter, giving you access to the key that was once out of reach.





FEEDING THE TENTACLE

Leaving Dave for a while go back outside and select Syd. Guide him inside the house, and into the kitchen (hopefully Edna will. have departed the kitchen by this time). Pick-up the torch, take the can of Pepsi from the fridge, and then go through the dining room into the store room. Take the fruit drinks that are here, and then make your way to where you left Dave and

give him the newly acquired fruit drinks. Select Dave again and go to the security door at the top of the stairs. Go through this door, and walk to the right until you come find some stairs going up. Climb the stairs and walk left until you see a green tentacle with a large appetite. Offer him the bowl of fruit and the fruit drinks, and he will let you carry on your way.

A FRIEND IN NEED

At some point during the game the postman will ring the bell and then just dump a parcel in the mailbox. Before you do anything else move all your characters in to safe rooms where they won't be seen by Weird Ed when he goes to answer the door. Michael will still be outside the house, so when the door bell rings send him to the mailbox to collect the parcel. Now you've got the parcel what do you do with it? Simple, go to Ed's room and give it to him gaining his friendship.



THE PLOT THICKENS

Using Dave, go to the hall where you first entered and push the right-hand gargoyle to open the door next to him. Select Syd, and send him through the door that's just opened; again, you will have to find the light switch so that you can see what you're doing. Walk to the



right until you come across a fuse box with a key by it, take the key and open the fuse box, then leave the basement and go to the store room (you should be friends with Weird Ed by now, so you know about the plans you have to find). Move Dave outside the house and examine the bush to the right of the steps and take the undeveloped film. Walk over to the left-hand bush and using your new found strength, open the grating and go below the house. Look around until you find a grating in the ceiling and stand underneath it, then change control to Syd.

Get the jar and try to take the film developer. Unfortunately, it will smash on the floor and drain through the grating. As soon as this happens, switch to Dave and use the sponge to soak up the pool of developing fluid that that has just come through the grating. Go back to Syd and get him to unlock the outer door with the silver key, and then go outside and fill the empty jar with water. select Dave again, and get him to walk left and turn off the water valve. Using Syd, go down into the pool, collect the the radio and glowing key, and climb back out. Make



Dave turn the valve back on, and then return to the hall. Send both Dave and Syd through the gate to the garage outside, and get Dave to open the garage door with his amazing strength. Send Syd to open the car boot with the yellow key. Make Syd take the tools, and then move both of them to the main hallway.

GTGA: MANIAC MANSION

CRASH BANG WALLOP - WHAT A PHOTOGRAPH

By now, you should have the whole gang together in the hallway. Now the plan really comes together: give Mike the undeveloped film, and then take him up to the landing on the second floor. There should be a door somewhere along the back wall, take him through it, turn on the light and develop the film, using the equipment that is in there. Once you have the prints, go to the top floor and wait for Ed in his bedroom. Once the ugly kid appears, give him the piccys. Next, make sure that Dave is given the paint remover, the jar of pool water, the can of Pepsi, and the

flash light. Then take him to the floor where Mike is (the top floor where the bedroom's are). Go to the room on the far right, and examine the paint mark you can see on the wall. Use the paint remover on the stain, and a previously hidden door will appear. Now take the final character, Syd, up to the same landing. Before he goes, though, ensure that Syd is carrying the old rusty key. Take Syd into Ed's room and use the rusty key to open the piggy bank. Nick all of the money you find, and then wait for a severely disgruntled Ed to clap you in the family





ESCAPE TO VICTORY



With Syd locked away, switch over to Mike and collect the dropped money, the hamster and the purple card. Ed will return, so give him the hamster to appease him, and then go and meet Dave. Give the money to Dave, before going outside and waiting outside the door. Switch control to Syd and now escape the spooky dungeon using the rusty key, and head for the top floor where all the action is. Make Mike and Syd meet up outside of the door, and get Syd to open the door and enter. This is Edna's bedroom and she will capture you, so, using Mike, go in whilst she is taking Syd down to

the dungeon, and take the key from the nightstand. Next, climb up the ladder, and turn on the light to reveal a room with a painting in it. Open the picture and you will find a locked safe. Get Dave to climb the ladder and open the radio to collect some new batteries for the flashlight. Changing control to Syd, use the key again to escape from the dungeon, and turn off the circuit breakers in the fuse box outside. Using Dave, turn on the torch (making sure that the batteries are in it), and fix the wires with the tools. Now change back to Syd and turn the circuit breakers on again

Controlling Dave, climb down the ladder to where you will find a funny-looking man-eating plant. Use the pool water on the plant to cause it to grow, and it will threaten to eat you. Give it the Pepsi to prevent you from becoming supper, and it will stop moving. Climb up the plant, enter the observatory you find there and use the dime in the coin-box. Press the right button twice, then look



through the telescope to find out the combination number of the safe.

Swap control to Mike and use the combination Dave found to open the safe. Inside will be an envelope. so grab it and go down the ladder until Edna gets you. Get out of the dungeon and head for the room full of arcade games. Take the small key and the envelope from Mike and open the

envelope to get a quarter. Play the meteor game, using the guarter to start it. A list of high-scores will appear, so note down the highest score and get Mike to give everything to Dave. Take Dave up to Edna, where he will be captured, then, when in the dungeon, get Syd to give all his stuff to Dave - you are now ready to complete the game!





Get Dave to open the padlocks with the glowing keys on the secret lab's door, then use the high-score from the machine to get past the combination lock. Let Ed deal with the tentacle, and go to mee/t the Doc. He sets off a self-destruct device, which means you have two minutes in which to perform the following! Open the locker and put on the radiation suit you find in there. Use the purple card on the right-hand door to get into where the meteor that sparked all this trouble is. Switch off the power to the meteor at the lever, and the Doc and Co. will fall from the meteor's evil influence. Grab the meteor, take it to the garage and put it in the trunk of the car. Use the yellow key to start the car, turn on the rocket engine and - voila!

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WIN SOME OF MONTY'S SWAG

quietly when suddenly Steve the Ed started cartwheeling around the office. When asked about his unexpected bout of gymnastics he just burbled on about the return of a small burrowing creature. It transpires that one of the characters from Gremlin's 8bit days, Monty Mole, is about to make his debut on the Amiga, and this made Steve's day. as he is a great fan of the Monty series of games. For the unitiated, Monty first appeared on the 64 and Spectrum in 1984 in a game called Wanted: Monty Mole. The game was a flick-screen platform epic, and involved

stealing coal from under the

noses of a group of picketing

miners. His next excursion, this

time a fleeing criminal in Monty

On The Run, saw our mam-

malian hero head for sunnier

climes where the old bill couldn't

reach him, whilst the third game,

Auf Wiedersehen Monty, had our

hero attempting to collect

enough money to support his jet-

setting lifestyle.

Well, now he's back in Core
Design's Impossamole, and this
time he is the proud possessor
of several magical powers.
Having been chosen by a supe-

GREMLIN

being to save the world, Monty has been given the unenviable task of travelling from continent to continent, and defeating each of the five beings that are threatening the world - not an easy task, but even harder when you are an exile! Still, Monty has undertaken the task and now he must leap from platform-filled screen to enemy-infested screen as he attempts to collect the objects that will make his task easier. All that remains then is to collect the

objects the vanquished guardians leave behind and take them back to your island home as proof of your success. Well, while our little friend was off doing good, we performed a bit of blagging ourselves, and managed to nick his personal CD player, and now we are offering it as the main prize.

Also, good old Gremlin, Monty's sponsors, are offering twenty-five copies of the game they are basing on Monty's adventures for runners-up.

So, all you have to do to stand a chance of winning a prize is fill in the blanks in the puzzle below, and send it in to:

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The answers to the Gremlin competition are:

M	A small burrowing creature often seen on the run in Gremlin games.
	Title of Monty's new game.
	N The People behind the Monty series of games - see the first question for an obvious clue!
	T Surname of the Editor of AA and Monty's greatest fan.
	Y A hero of the second world war and the name of a certain mole (gosh, what taxing questions! · Sarky Ed).
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Amiga Action Competition Rules

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THE NAME BEHIND THE GREAT GAMES

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THE DIARY OF A GAME.

Tuesday 2nd January

I've now worked out all the robot patrol routes for the first ship. I don't have an editor for these and so I have to work them out by hand. This makes it important to get the layout right the first time, as making adjustments is really difficult. It's usually better to throw the whole layout away and start again. We have a patrol route editor for another game which nearly does what I need, but I can put patrol layouts in fairly quickly, and it cuts out having loads of little data files around to lose or mix up.

The control mode I've been using up to now has been fairly simple and, after reading the C64 code, is missing some of the niceties of its forerunner. It was a little too easy to get into transfer mode, so now you have to centre the joystick for a short time with the button down to get the transfer spark out. Fixing this has the beneficial side-effect of allowing continuous auto-fire provided the joystick is not centered for too long at a time very useful for the machine guntoting sentinel.

Wednesday 3rd January

A busy day, today, it is. Got the verb in there eventually. After the Influence Device blows up, I wanted the robots to continue on their patrol routes as normal, so it requires that the robots can no longer 'see' the I.D. so they won't react 'to it. Unfortunately, the mechanism to achieve this also handles the hidden robot removal, i.e. the non-displaying of robots obscured by walls. Thus as the I.D. disappears, all the other robots do too. This is a little untidy so I've persuaded the system to

continue to display the robots that were last viewable, but not those that weren't. I didn't want previously unseen robots to suddenly appear.

Thursday 4th January

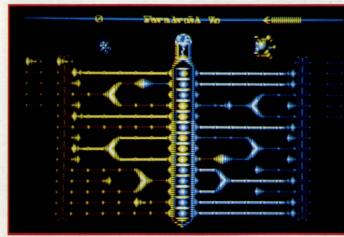
Started work on the transfer game. Steve Turner, the bossman, says if it only took me a week to write on the C64 it should take less on 16-bit. I reckon it took nearer two weeks to design and implement on the C64 so I ought to be able to impliment a superior one in about that time, given that the graphics will be a lot better. After one day its putting up a display of yellow and blue wires, but on the wrong sides of the screen.

Friday 5th January

Day two on the transfer game and it's putting the colours on the correct sides and I'm teaching each of the elements of the game how to pass power along to the next element in the chain. Wires are easy, they just pass the power along, as it is, but splitters and joiners are a little more complex. The auto-pulsers are going to be animated this time, and I want to tie that in with power passing, preferably using no bytes at all.

Tuesday 9th January

Spent yesterday implementing the anti-copy protection on Rainbow Islands and some of today testing it. Back to the transfer game, day three, and I've been explaining to it how to set up the game, putting different elements together to produce a valid working arrangement. Some patterns of splitters are invalid and must be avoided. I didn't like the way the



The all-important transfer game. Controlling a small block to the side of the screen, your basic aim is to light up more of the dots in the centre than your robot enemy.

C64 version did it, and it also relied on looking at screen character codes, which are not available on the new version

I fiddled the random element selector to force lots of splitters and joiners so that in a short time it would run through all possible combinations. It's still getting one particular arrangement wrong, putting a dead end on an already existing wire. There are some complex rules for positioning a joiner.

Wednesday 10th January

Day four, and I really need some proper graphics to get the absolute positioning right. Up to now I've been plotting some linedrawn sprites just to get the idea of what's going on.

Sat down with Art Studio and had a puggle about with some pixels and came up with a style I could live with. Drawing the various elements in that style proved a little trickier as the elements are sixteen pixels wide for storage and plotting convenience, but they'd really like to be an odd number of pixels wide. I've done the wires like fluorescent tubes which light up and stay on while power flows. and then fade down. The pulsers and auto-pulsers have 'pumps' on to generate power, and the colour switcher is a combination of both colours. I think the elements are a lot more meaningful than the coloured blocks used in the C64 version.

The central indicator bar now features a built-in timer which fills up while you choose sides, then empties out during play. This avoids the need for integrating a digital counter at the top, thus integrating the design. I never used to have time to look at the counter anyway.

Friday 12th January

Day six, and I can now select which side to play in transfer game, and the waiting pulsers are being swapped from side to side. This type of display is a pain, being double-buffered, as two copies of the screen are required and must be kept identical at this stage. The solution to this is to painstakingly update the currently hidden screen, then swap the displays over so the hidden one becomes the visible one, and then block-copy this new screen back over the hidden one. Our font plotter is so slow that this copy is quicker than doing the changes again. This is due to the colour remapping facility which is very useful but takes an age.

Monday 15th January

Day eight of the transfer game and it's time to put in the control routine for the robot-controlled opponent. The C64 version was as daft as a brush and just picked one of the lines at random to fire down, went there, and tried to fire, often firing down dead-ends and colour-switchers. This just won't

Before the transfer game begins, you are treated to a picture of the droid you are about to link with for supremacy. Mike Field drew each of the droids using Cyberpaint 2, and started of with a simple line drawing of each of them. Each one is hand drawn, starting as a rough sketch, and gradually being filled in and polished. After that, the picture is added to a 3D grid and extras views of the droid are added.



do for the Amiga. What I've written is a line evaluator which examines the side it has been given prior to play. It follows each line in turn, awarding points for good elements, minus points for bad ones. If it reaches a splitter it follows both routes in turn to the centre. It seemed like an ideal oppurtunity to write my secondever recursive routine.

After evaluation, a list of points per line is left. It then reads through the list to find the line with the highest point value that doesn't currently have a pulser on it. It moves to that point and fires. By juggling with the points for each element I can rig it so that lines with a colour switcher end up with negative points and will not be fired down at all. Just as a final addition, it also gives one extra point for a line leading to an enemy colour in the middle, so it favours firing down lines that can capture a colour.

What this all means is that the opponent now displays apparent intelligence and can be relied on not to make mistakes. It must be beaten by choosing sides carefully and waiting until the right moment to fire each pulser. I think I have resolved all anomalies of the C64 version, like the situation where two auto-pulsers are firing at each other. The C64 version has to let one side win; the 16-bit version allows a colour bar in the centre to be split and awards half points to each side.

Michael has managed to lose half the background character set but fortunately we had a recent backup. Our 1 meg Amiga has died again. All it does is go green.

Tuesday 16th -Wednesday 17th January

Maintenance days, fixing slightly annoying things in the game, like the fact that pirates can't fire diagonally up and left. Their bullets are emerging slightly too close to them and think they have hit something so they blow up.

The I.D. once entered a lift and emerged in the middle of deep space far below the deck, due to its energy being zero but having transferred simultaneously with being blown up. This confused the system completely.

Poking the chips about in the broken Amiga while it's on (not recommended, really) highlights the big square beastie as the one causing the trouble, Fat Angus. Its restraining harness is not enough to stop it leaping out of its holder, doing 3 back somersaults and not quite getting back into place before Andy Pandy and Teddy get back. Well, we're on to your game, Fatty.

Thursday 18th January

I've noticed that my main block of code assembles in 518k on my 1040ST with only 538k available for assembling, what with the CLI and 'make' in there. It's time to shuffle things about and move some completed routines into another file to just link-in rather than re-assemble them every time. Brief aside: Why do most programmers not use linkers?

Jason is now working on the sound effects which I have specified. There are about 70 including 16 instruments for the music. I want the sound effects in the game to be in stereo, so sounds generated on the lefthand side of the screen come out of the left-hand speaker. I will use two channels for this, put background sounds on the third channel, and miscellaneous sounds on the fourth.

It has been suggested that each robot should have its own sound when moving and get louder and quieter depending on its distance from the player, as well as being in stereo. This is an example of a great idea in theory, but not in practice. With only four channels, more than one robot onscreen will overload the sound channel with requests for sound. let alone when they all start firing. I will settle for a different sound for each weapon, sounds for robots being hit, walls being hit and the ubiquitous explosions. The 999 cyborg may well have its own volume-adjusted droning sound as it is one of a kind - ideas are seldom completely discarded.

Friday 19th January

Michael has finished decorating the first ship, and he's used many characters in ways I'd never



droids prove too much, your death will be signalled by a blaze of static. and this fearful message. that collisions with other robots

This is a screen

expect to see a

beginners can

lot - the death

screen! Should

the enemy

thought of. The A.I. Megacompressor took 95 minutes to compress the backgrounds. removing around 65% of the data. This leaves about 28k of compressed data, more than I had anticipated. Put in a 'Game On' screen to try out the colourbar processor. I've also shortened the eyesight of one of the robots, so that his laser fires to the same length as he can see. There's no point in it spotting you, stopping, and firing at you without success. I also had to make the mines keep the doors open when dropped, otherwise the door slams on the mine and embarrasses the sprite display priority system.

Tuesday 23rd January

I'm not happy with the I.D. bouncing off robots and being swung round to face its new direction. This makes ramming things difficult and also if you fire at a robot but it keeps on going and bumps into you, it is the I.D. which immediately flips round and you can't shoot until you've rotated back. I need to separate the current moving direction from the current facing direction, which up to now has been one and the same. This means adding a new field to my sprite control block and changing all of the routines which use the current moving direction field to hit both fields as required.

Friday 26th January

Inputting the new sprite-facing field, which incidentally has improved the control mode no end

I also introduced a number of new bugs, the main one being aren't handled even as badly as before i.e. not at all

Due to a limited palette, I have decided not to darken the deck when all of the robots have been disposed of. Instead, a message and sound effect appear when the last robot is removed, and on entry to an empty deck. A similar message is generated when no robots remain on the whole ship, indicating that it is time to leave.

Tuesday 30th January

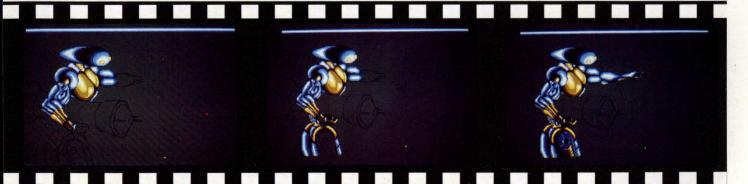
I had been putting in my sound assignments as absolute channel numbers, but in order to cater for all eventualities, such as the new Atari STE having its YM sound chip hooked up in stereo. I want to refer to the sound channels by name, then I only have to change one place to re-assign the sound effects to different channels. I could then get the channels deliberately mixed up so you have to face the monitor away from you and play watching in a mirror to get the sound effects right!

Michael has redrawn my rather scrawny messenger robot to make it bigger. It certainly looks better now

Wednesday 31st January

Finished working on the 'transmission terminated' game over screen which follows the fabled 'interference' screen, which appears as you lose contact with the I.D. I did the latter using four updated characters on the C64, nice and cheap, but this time it is going to be more expensive.

Rather than start the game in



This useful information screen gives indication of how many robots are left and which part of the ship you are on.



one or two preset places, I want to start on any one of the transmat positions already defined. I've clustered six such points together so that'll be the most likely place to start, but there are other, more dangerous places to start. I don't want any impossible start positions but it's nice to show off the meaner robots earlier on. It's just a case of knowing when to run away.

We've changed one of the security droids into a throbbing, wobbling droid as two of the security droids looked very similar.

Friday 2nd February

Put in the new drinks server and disruptor-toting security droid. The drinks server seems to be carrying a couple of cups and a bowl, while the disruptor droid is a shiny black mean-looking droid if ever I saw one.

Got the interference screen done using four small sprites showing similar wiggles, placed randomly over the screen. My coup-de-grace is a sync-line which wipes quickly down the screen while the interference drifts slowly up the screen.

Monday 5th February

Until now the robots have preset start positions and do not start to move until they are near the screen. This saves time as I'm not running more robots than necessary. The side-effect of this

is that the robots are very predictable after a while. In order to alleviate this I've made some robots only pseudo-random. I can choose roughly what sort of order a robot will be, but not exactly. Others can be exactly fixed by type, so even with an unlucky setup I can guarantee some easy robots. In order to further randomise the deck, all of the robots are activated at the start and are free to roam about. The overheads of running a robot off screen are not too great as it has fast get-outs of all lengthy routines if it is not near to the player.

Tuesday 6th February

In order to encourage faster gameplay, raiders will attack the ship after a preset time, and get more and more frequent. Raiders have 'jaunting devices' which allow them to beam directly to any part of the ship. They then wander about for a while before 'jaunting' out. There will be a master countdown for each ship. No pirates will appear for about twenty minutes on the large freighter, enough time for good players to clear it. After that, pirates will begin to jaunt in, not very often at first. After a while there will be a few of them around all of the time, more on later ships.

Complaints from the lunchtime play-testing department include the fact that the transfer game is quite tricky and often it's not possible to transfer to a lowly hoover. I obliged by suppling the player with an extra pulser to satisfy hero syndrome. This crops up a lot, to compensate for the one-against-many situation and to give the player an extra feeling of power and achievement. Hero syndrome also crops up in the collision routines: the player takes about half the damage of the other robots. Hero's syndrome is present in all games, mostly in the form of the player having a more powerful spaceship, extra weaponry and smart bombs. In Paradroid 90 the player actually BECOMES one of the enemy, and as such would have no advantage over others of the same type A small dose of hero syndrome makes the game so much more playable and therefore enjoyable.

Wednesday 7th February

It's Michael's birthday. Hoorah! Hoorah! Hang out the flags. To celebrate, he delivered a couple of new droids for inclusion in the game. I also caught the game out, putting the newly generated robots down facing in the wrong direction. This mainly affected the non-walking sentinels used to specific points. It's no good them facing the wall.

Michael had a beer or two after work.

Thursday 8th February

It's Steve's birthday. Hoorah! Hoorah! Don't put the flags away yet. I put some more robots on the first ship to complete its population of 95 droids. Had wander around as a casual observer. I can use the monitor to switch off various features. like natural energy decay, collision damage and the robots' ability to sense the player. Then it is easy to watch the robots wander about. I spotted some dragging along walls trying to reach patrol points that they shouldn't be. A quick look at the data usually locates the problem.

I've also been adjusting the pirate timer. It's not too pleasant when they start appearing, so I want it to expire only if the player is progressing quite slowly. They're actually not too much trouble to deal with: they have weak armour and not much

energy, so they're easy to blow away. Serves them right, really.

Friday 9th February

Started coding the console access system where the player can log on to any console and find out more information about various aspects of the game. There's a side view of the ship. showing it inside and outside, detailing which decks still contain robots. The plan view shows a small-scale representation of the current deck, and such information as the number of robots and raiders on the deck and ship. The droid library will show large pictures of all of the droids less powerful than the player's current robot, and finally some in-game statistics.

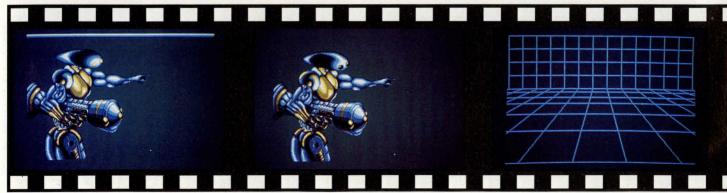
Designed the second freighter, the USF Odyssey, over the weekend.

Monday 12th February

All bar one of the firing droids has its own weapon type. The 999 cyborg is nearly complete and it would be nice for it to have its own type of weapon. I tried a Ghostbusters-style electric spark with very little success, but got an interesting fat smudgey (is that a word?) sweep by accident. Then I hit upon the idea of concentrating the beam into one sharp line, not unlike my original sprite-drawn flame which I threw away. The downfall of this weapon is that it draws a long line out of individual dots, each under its own control with animation running - quite a processing overhead. I eventually settled on plotting half as many dots with twice the interval between them. To make the weapon that bit more interesting, Michael drew an expanding star of light which forms at the gun of the firer before releasing its power.

Tuesday 13th February

Taken delivery of the 999 cyborg, floating around on his hover base. One mean dude he looks, too. The animation frames that would have been used for his walking are being used for the recoil of his gun. We tried a couple of



variations on these frames to get it just right. There's a bit of tidying up to do about the star build-up position before he fires, but other than that, it's great! The weapon gets a double sound-effect, once for the start of its build-up, and once when it is released.

Wednesday 14th February

The cyborg hover-base is a little bit too long. When rotating in a doorway he protrudes quite a lot into the walls. Michael shaved a few pixels off his base and now it looks a lot more comfy.

Implemented the statistics information. The game has been counting up this data for some time, it's only now when I get to display this data that I'll find out whether it's really working. I'm only using 16-bit unsigned numbers so I'm hoping that they won't round. I've worked out that you'd have to fire continuously with the fastest reloading weapon for over three hours to get near to worrying the system. Anyone daft enough to try that deserves all the divide-by-zero errors they get. Actually, that particular case will be detected, for anyone worried about the integrity of my code.

Friday 16th February

Started doing the high score entry display. I've been drooling over Dominic's Anarchy high score table on the old speccy for years, check it out if you've still got one. I've known how to do it for some time but not yet had an excuse to try it out, so here goes, but with a new variation.

Dominic's score table had colour bars passing vertically down above and below the high score entry, the upper bar casting a shadow on the letters. I've changed that slightly by having my colour bars pass down over the letters casting a shadow, then looping back under the letters going upwards, before looping back round at the top and starting again. What do you think, Dom?

Slight error with the statistics keeper as I cleared the first freighter for the first time, and I destroyed one more robot than existed on the ship to begin with. Clever! The Sentinels and other

walking robots have a number of different ways of behaving when destroyed. It turned out that one particular method resulted in a Sentinel not ticking himself off as dead when he went, so he got reincarnated next time I passed through that deck.

Monday 19th February

I'm now running desperately short of memory in 512k. I remember discussing with Steve Turner two years ago that if it took us nine months to fill a 64k Commodore 64 with a game, it would take years to write a game that filled 512k. Well, here we are, two years later, seven months of gamewriting on and I'm short of memory. Basically what we hadn't considered was the fact that we'd need two 32k screens, a third scrolling buffer of 40k, 68000 machine-code is about double the size code for code, and graphics are about twenty times more memory consuming. I would also venture to say that one's coding has greater depth and is considerably more complex. I'm now getting things to happen that I really want, not having to write something that vaguely does what I want only much simpler. To that end, Paradroid 90 is much more what I would have liked to have coded on the C64 five years ago.

Tuesday 20th February

We've rationalised the transfer game indicator as it was originally supposed to show not only who's winning, but by how much. Unfortunately, the light display was vaguest when the transfer game was nearly drawn, when you most needed to see who was winning. We tried a number of

Another droid shown in stages of preparation, this time a humble 302. This droid is used to ferry messages to and fro and is essentially a menial.



graphical ideas, but the small size and large requirement meant that we didn't come up with anything. We (Michael and I) have decided to use a colour spark, tying in with the spark emitted by the I.D. in transfer mode, to indicate who's winning - no spark means a draw. The top of the indicator also glows to emphasize the colour.

Wednesday 21st February

Put in a game options screen, called up from the title screen, allowing selection of one of either joystick, mouse, keyboard controls and the ship to start on. I'll allow players to start on either of the first two ships to start with, up to any of the first four once they have been reached. I would have also saved this number to disk with the high score table but for the fact that in this day and age, viruses abound and I wouldn't recommend anyone to run around with a write-enabled original game disks. Our disk filing system requires that one of our disks be used to write on so supplying a blank disk would be fruitless and wasteful. 'Tis a sad day indeed when a man can't Scribble on his disk in the privacy of his own castle.

Thursday 22nd February

Having a bit of difficulty with the robots patrolling again. Every now and again one of them smashes into a door post instead of going

through it. This, it turns out, is due to slight inaccuracies in our vector homing routines. In order to make it easier for these routines, I deliberately move a robot onto the exact position of the patrol point when he gets close to it, reducing inaccuracies. This is, however, an illegal thing to do as sometimes this unofficial move can cause a collision with another robot that cannot be correctly backed out, so two robots get locked together, twisting and turning for evermore. The solution to this was that, instead of physically moving the robot to the exact spot when it got near, I just set up its next move to the exactly the distance required to get it to the exact position. Thus it makes that next move legally itself and can back it out if it causes a collision.

This doesn't actually make a lot of difference to the original problem as the inaccuracies in the system still cause the robots to thump into door posts. They're not even getting the exact horizontal and vertical cases right. What I actually have to do is round the answer I get from the angle calculator and rely on that, since all doors are vertical or horizontal anyway.

Michael has just about completed work on the first large picture for the droid library. It's the battle droid that was his first sprite for the game. A magnificent example of robotics engineering.







EVERYTHING YOU EVER WANTED TO KNOW ABOUT AMIGA...

GRAPHICS

Following his advice on how to prepare a demo to show your work off to the software houses, Lost Patrol supremo, Ian Harling, waxes lyrical about what happens next, and finds out what the software companies do when they receive your works of art.

Last month I told you how to present your work to software companies. This month I want to deal with the slightly knottier problem of getting any form of response out of these same companies. It's not as easy as it might sound. Your first and last port of call will be the Software Development Manager (SDM), the chap who looks at all 'off the street' demos.

Suppose you sent off a disc to 'Bungle Software' six weeks ago and have heard nothing since. You may write the 'polite but firm' letter enquiring of its whereabouts that I mentioned last month, but more probably you will call Bungle and ask for the SDM. "He's out," some bored female voice will intone. Or, "He's in a meeting, can you call back tomorrow?" Depending on which company you call and what sort of mood the SDM is in, this could be all you'll get for days on end. But, with a little perseverance, you may finally have the SDM on the phone, silently cursing his luck.

Problem number one: Getting the truth about what has happened to your disc. To help you with this I've put together a short and cynical guide to SDM-speak - see box above.

Even if your disc has been in direct response to an advert asking for submissions you may

A SHORT GUIDE TO SDM-SPEAK

Response: "It hasn't arrived yet ...

Translation: "It's been on my desk for three weeks now, but I'll throw it in the waste paper bin as soon as I think no one is watching."

Response: "We'll look at it today and give you a ring on Monday:"
Translation: "I go on holiday on Monday."

Response: "Sorry I didn't ring you on Monday, I've been away on business." Translation: "My holiday was very nice, thank you."

If you rang the company before sending off your disc, what they told you might initially sound very promising. When asked if they want to see your art demo or original game, SDMs naturally ooze largesse.

"Can't wait to see it," they say. "Lovely. Send it in today and we'll get back

to you ASAP."

Then, when pressed two months later, it comes to light that they weren't really looking for any new artists; they never take on uncommissioned games; or; "We could put some work your way in December 1994..."

fare no better. Rarely will you receive even a 'thank you' for your contribution. It seems that courtesy and adult behaviour have not yet spread to some parts of the software industry.

What is becoming more prevalent is an awful, Americanstyle pomposity lurking under the of so-called professionalism. For example, some SDMs stipulate that your demo must be accompanied by a typewritten document (quote: "We be bothered handwritten letters"), stating, amongst other things, 'What can you do for our company?' and 'How do you see our position in the software market?' Huh?!?

I'm doubtless going to hear

from software companies who feel that they're perfectly entitled to expect this kind of thing from countributors. But, before they leap to put pen to paper, let them first consider this: I know of two large and successful companies who couldn't give a damn how work is presented to them. It's the quality of the work itself that counts. Give any intelligent person 30 demo discs and no covering letters, and they could tell in an afternoon which of them had potential.

Don't get me wrong - I'm not in favour of you sending a disc with a covering letter written in crayon, and a game proposal is not "How about Tetris with frogs?" Software companies need to know if you can really do the job you're applying for; if you're reliable, how professionally you can present your work. But there is a limit to the amount of bull a person has to go through to get his work seen. In the case of art demos, I consider that explanations of 'how your present work has improved over your last project' and 'what new techniques you have developed' are just a bit over the top. How is the average, hopeful, dedicated thirteen year-old supposed to feel when confronted by this? Is he told that his work is being returned unseen because his covering letter wasn't long enough or typewritten.



One benefit of a company writing a game in-house is that they can monitor its progress better. A prime example is Anco's brilliant Kick Off. Anco's chief, Anil Gupta, had the basic idea, but wasn't sure whether it was feasible. Kick Off was programmer Dino Dini's first game and having Anil there to work with and gain advice from, was probably very beneficial to producing what was arguably the best game of 1989.

Thankfully, some software companies themselves abhor this kind of practice, one rightly and succinctly calling it "childish ****."

Anyway, to take a bit of the leg work out of disc submission, here's a short list of companies showing whether they use freelancers or in-house staff and some general advice that they give.

From what I've learned whilst researching this article it doesn't look for freelancers, most companies preferring to work with known developers like Teque or Image. The larger publishers have all had their share of freelancers absconding with their advance money or not completing games. However, I still feel that the amount of programmers being ripped off by software companies is only a tiny percentage of the cases that happen vice versa.

Just as a matter of interest, over the past eighteen months I have sent over 40 discs ('Lost Patrol and art demos) to various companies, including some of those mentioned above. To date I have only received five replies. Should any companies currently want (I mean really want) submissions of any kind, I'd be glad to print details in these pages. Also, if anyone has stories of poor treatment by software houses I'd like to hear from them too. I'm currently compiling a list of rogues and vagabonds in the software industry...

All Things Sprite And Beautiful. Sprites and animation are 90% of a graphic artist's life; probably the deciding factor as to whether you find work in the computer business or not. So what makes a good sprite? Outwardly, of course, you would think that it depended on how colourful and well drawn it is. But

Dave Marshall. big cheese at Digital Integration, thinks that there should be a contract where programmers get a share of the profits. rather than royalties. Some companies, though, may want to buy the game outright it's up to you to decide which you would prefer.



My all time favourite sprites. Garvan Corbett's sprites for Psygnosis' 'Barbarian' are both colourful and brimming with character



really, above all else, the quality a sprite must have is character. A spaceship sprite should lead you to believe it really could be of alien design. A questing knight needs a purposeful expression and determined posture. If it's the main game sprite the player must - if only subconsciously - identify with it and feel that it could have a life of its own.

Overall, a sprite should be endearing, making you care what happens to it as well as the outcome of the game. A poorly drawn sprite with a character is a hundred times better than a well drawn sprite without. On the

technical side. software companies will consistently ask you to draw sprites in very few colours - usually around five or so. Not only might you need to draw one sprite with those same five colours, but possibly lots of them. The in-game palette can be very limiting, sometimes allowing you a mere eight set colours to do an entire game's sprites in. Remember also that most of these characters will only be 16 x 16 or 32 x 32 pixels in size. The life of a computer graphic artist is not an easy one!.

People often ask me why the sprites on arcade games are so much bigger and more colourful than on home computers? Well, apart from the fact that arcade machines have many times the memory of the home computer, the main problem is processor time. This is the time your machine has available to do all the game calculations such as score, scrolling, etc. and still be able to put flicker-free sprites on the screens. The larger and more colourful sprites are, the less of them can be displayed at any one

time. Again, the Amiga has far less time than even the simplist arcade game.

So, don't complain too much when that 150 x 150 Venusian mega-monster from your favourite game has dwindled somewhat by the time it's made it to your Amiga! Just a final word about my favourite gripe: companies who

port Atari graphics onto the Amiga. There is - in most cases - no other reason for it other than it saves a lot of time and money. Certain software houses even do just its horrible set palette) and port them over to both Amiga and Atari.

In the Amiga we have a great machine that is quite able to run 32 colour games, 64 colour games and more. It's about time the software companies stopped getting away with port-overs. How long they continue to do so is up to vou...

copy of the 2x68000-

based machines, and

forget each machine's

limitations.



WHAT THE COMPANIES

DIGITAL INTEGRATION

Dave Marshall/Rod Swift (co-owners) 0276 684959 Staff: All development is done in-house, but a limited amount of product is taken 'off of the street' Preferences: Known for simulators but broadening to any good game design.

Turnaround: Usually within a week.

Advice: Freelancers in general, should start thinking about contracts where they share in the profits of a game instead of royalties, it's far more lucrative. Comments: The failure of software companies to respond to contributors is rude and inexcusable.

ELECTRONIC ZOO

Steve Meyer 0453 887008

Staff: In-house developers in the U.S. but not in Britain

Preferences: Fun games with instant appeal. Nothing which requires a manual of encyclopaedic proportions

Turnaround: Variès. Usually quite quick

Advice: Be professional with your presentation. Don't be afraid to hassle companies who are slow in getting back to you.

Comment: It saddens me that so often the programmers and artists are treated like **** when without them the software industry would not exist.

Staff: No in-house or freelancers employed. Preferences: Do not accept unsolicited work. Advice: No advice.

Comment: No comment

IMAGETEQUE

Neil Young 0924 490345

Staff: All in-house. Developers also in Hillerod, Denmark. Always looking for good staff and game designs.

Preferences: Any good game.

Turnaround: 7-10 days. Will phone if product is good. Advice: Be amiable and patient when dealing with software houses. Stop looking at recruitment ads showing Porsches.

Comment: Many young programmers get burnt fingers working freelance. There are still a lot of bad people in the industry.

MIRRORSOFT

Charlie Kamalati 01 928 1454 Staff: In-house and freelance teams. Preferences: Anything

Turnaround: Try to reply within a week. Keep files on all submissions

Advice: Like to see complete typewritten presentation of proposed games. Art: Covering letter saying how your present work has progressed over past projects and what new techniques you think you've developed. Prefer slideshow and animated sprites. All teams must provide us with references (which we check) from past employers.

Comment: Most demos we get are poorly documented.

MICRODEAL

John Symes (founder) 0726 68020

Staff: Freelance only. Will link up teams for the right project

Preferences: Completed games only. Present more or less as you would see them in the shops, with box, documents and completely bug-free, Art: original box work only. No copies of arcade games or comic characters. Copying pictures is easy and no indication of skill. Enclose slide show and sprite animators.

Turnaround: Usually the same day with frank appraisal

Advice: There are twenty artists for every programmer

Comment: Software houses are not getting a fair deal from the public. Piracy is rife. The market is decreasing, not increasing

GRANDSLAM

Staff: Few freelance programmers, not interested in more. Prefer to work with known developers.

Preferences: Original, fun games

Turnaround: Depends on how busy we are. Quite

Advice: Prefer typed letter. Slick presentation with no bugs. No artwork required.

Comments: Just be professional.

U.S. GOLD

David Baxter 021 625 3388

Staff: Rarely use freelancers. Always looking for good in-house staff.

Preferences: Anything except utilities.

Turnaround: Generally get back to everyone eventually.

Advice: Only send in your best work. Your abilities

may be judged on the worst aspects of your demo. My Comments: I mentioned in passing the seven discs (including three 'Lost Patrol' demos) I'd sent to David over the past year or so*. His red face lit up

the night sky over Birmingham... *And heard nothing of since.

ELECTRONIC ARTS

Kevin Shrapnel 0753 49442 Staff: No in-house teams.

Preferences: Good intelligent games.

Turnaround: A couple of weeks. All submissions are returned unseen and senders are asked to fill in a disclaimer document.

Advice: If your work is not your best we don't want it. Most accompanying letters are very low quality. Presentation is all-important.

Comment: The software industry is not glamorous and is very hard work.

SALES CURVE

Simon Pick 01 585 3308

Staff: No freelancers. Currently looking for programmers.

Preferences: Anything except utilities and scrolling messages. Prefer to see completed games with good documentation.

Turnaround: Difficult to say.

Advice: Artists please send original work only. Like to see sprites in the minimum of colours. Slide-show preferred

SYSTEM 3

Doug Hare 01 866 5692

Staff: Freelance teams

Preferences: Any good games. Always looking for original ideas

Advice: Art 10 slide-show format. No scrolling messages demos please!

Comment: It's advisable to send companies non-

disclosure agreements before submitting games.

OCEAN

Lorraine Buxton 061 832 6633

Staff: All in-house, no freelancers, always looking for good artists and programmers.

Preferences: Arcade style games. Turnaround: Average of two weeks.

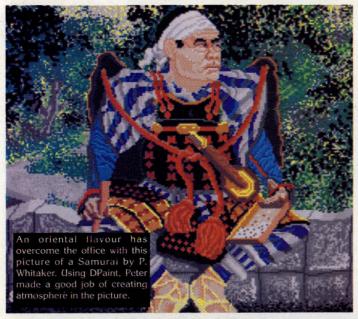
Advice: Keep trying!

READER GALLERY

Such was the high standard of your work this month that, to squeeze it all in, we have had to specially extend the Gallery. I can honestly say that in all the Galleries we have had, this is probably the best one yet - keep it up. In fact, I'm so chuffed with the response, that two people will be getting games for their efforts. These lucky people are Paul Michalak for his Sleeping Beauty piccy, and Lee Ellershaw for his impressive trio of pics. Send your stuff to: Steve Merrett, Readers Gallery, Amiga Action, Interactive Publishing, Latham House, Quarry Lane, Chichester, West Sussex. PO19 2NY.

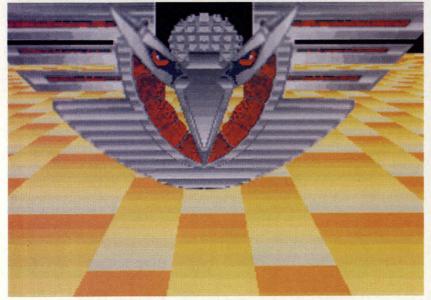


First off the mark, is this brilliant picture of Walt Disney's Sleeping Beauty (taken from the sell-thru video cover, if I'm not mistaken) drawn on DPaint III. I'm sure ol' Walt would have been pleased to have drawn this himself!

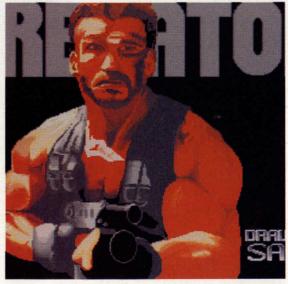




(Above & below) Arnie's back again this month but he has come as the Predator courtesy of J. Savo. Always a firm favourite is Robocop, and yet another piccy has been sent along with Arnie. A right pair these two make.



Just one of M. Hughes superb drawings is this... well, whatever it is, it's brill! Not only that it comes complete on a running demo featuring the better-than-ever Amiga Action!





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(Left & below) If you don't like these pictures it's a detention every night for a month for you! Ian McDonough, a teacher no-less, has sent in his two efforts done on the school computer. He's hoping to influence the pupils into following in his footsteps, so good luck and keep up the good work!



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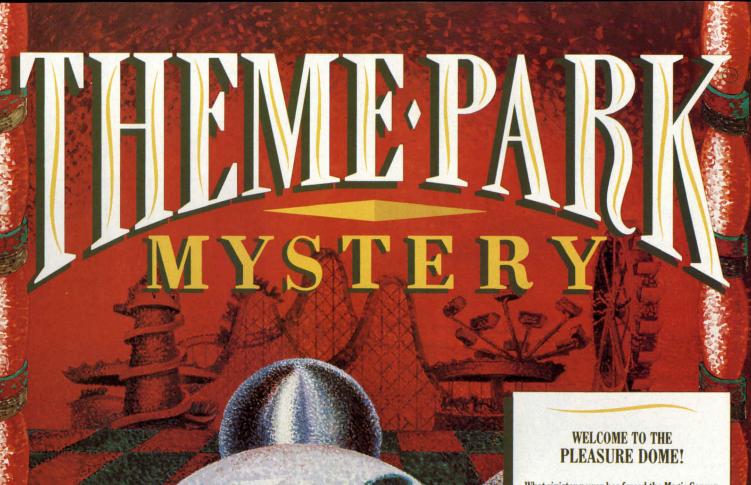


Mosts artists love drawing cars, and Tony Stones is no exception. This Lamborgini was drawn on Photon Paint using the H.A.M. mode.



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The two characters in U.S. Gold's Crackdown, have a high old time of it, running about and shooting people. So, together with the Birmingham giants, we thought that it would be nice if we could allow you to become a would-be Ben Breaker or Andy Attacker - if only for a day (oh, and by the way girls, we can cater for would-be Benita Breakers and Andrea Attackers, too). All you have to do is match the five screenshots right to their relevant titles below. There are six main prizes of a day paint-ball shooting, and we will pay your expenses etc., and make sure that you have a good time. Likewise, there will be a few familiar faces from both Amiga Action and ST Action. So if you have ever disagreed with one of Doug's comments or just got fed up Steve's big head, now's your chance to take revenge. Even if you aren't one of the lucky winners, there are ten copies of Crackdown for runners-up. OK, here are the all important piccies.

> Crackdown E-Motion Knights Of Crystallion Maniac Mansion. Black Tiger

When you've done that, cut out the coupon and send it in to reach us at the address below by 30th April, 1990.

CRACKDOWN COMPO
Amiga Action.
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The answers to the Crackdown Competition are:

Picture 1 is	Please tick the appropriate box - I would like to paintball:
Picture 2 is	ALEX
Picture 3 is	DOUGIE
	STEVE
Picture 4 is	NICK
Picture 5 is	WHITEY
Name	JASON
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Amiga Action Competition Rules

The Editor's decision is final and no correspondence will be entered into regarding competitions or the results of competitions. All prizes are offered believing them to be available. If, however, a prize is unavailable we reserve the right to substitute a prize of comparable value. No cash alternatives will be given. Results will be published as soon as possible and prizes despatched as quickly as possible. Please refrain from phoning regarding competition results or prize delivery. Employees of Interactive Publishing Ltd and companies participating in competitions are not eligible to enter.



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TV SPORTS BASKETBALL

Since Dr. James Naismith invented modern basketball in 1891, people of all ages around the globe have been playing the sport. Naismith was a gym instructor, so it was natural for him to include basketball in his lessons, and one major thing basketball had going for it was

that it was played indoors, thus allowing the contestants to play in all weathers. Well, that's how it started, but I'm sure many of your aren't confident of the rules.

Basketball is played on a court that is just under a hundred feet long by half as much wide. At each end is a basket which represents a goal, this being where the ball has to be placed to score points. It is a five-on-five game, with several substitutes should your men become injured or fatigued. Each team has to gain control of the ball then dribble or pass it up to one end before attempting to throw the ball into

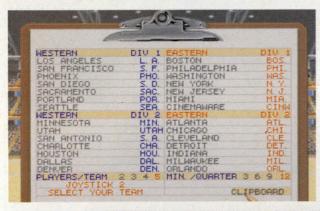
the basket. Obviously, this isn't as easy as it sounds because there are another five angry opponents trying to stop you. No physical contact is allowed, so it is a game of skill rather than brute force.

T.V. Sports Basketball starts off with the usual excellent presentation, in true American



(Left) As with T.V. Sports Football, the game starts in true television style, with the presenter welcoming you to the match. After a brief explanation of today's game, here is a quick word from our sponsor...

Before the game begins, you must select your team from the massive selection available to you, as well as Cinemaware's own team, complete with stupid names!

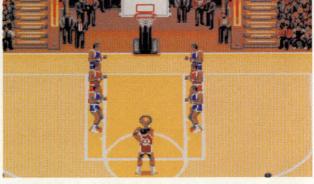


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The ref tosses the ball high into the air, and before you know it, two grown men are slapping in the air in a bid to gain control of the ball. A quick press of the button should hopefully place the ball in your player's hands.



A group of six-and-a-half-foot tall giants stand in front of you, but which of them do you pick to play for your team? The computer lets you view their statistics before asking you to place them in their best positions on-court.



Penalties are awarded if anyone sneaks in a quick punch or kick. Your man stands in the penalty area and aims up using the small green cursors on the backboard. If timed correctly, the ball should sail in.

It's the same with every other Cinemaware game: Superb. Brilliant use use of colour and good use of detail.

television style. A choice of an Exhibition match or a league is yours, the latter being a complete competition that you play. If you just fancy one quick game, an exhibition match is best to choose. A choice of one or two player game is open to you, as

High quality sound with brilliant sample sound effects. You can almost hear the ball bouncing on the floor nearby!

well as a chance to play on the same team as a friend (team mates). Once you have select the type of game, you must select your team. Each man is divided up into skills, so you must choose carefully before placing each player into one of the three

I'm not a fan of American Football, so I never really got into TV Sports Football. However, although I think Basketball is great, I came away from Cinemaware's game a little disappointed. As expected, the presentation, graphics and sound are all of the highest quality, but unfortunately, I didn't have as much control over the players as I would have liked and thus felt a little left out of the action. That said, TV Sports Bastketball is a fine game, but personally I think that more could have been done with it.

positions. These are: Guards; forwards; centres. Guards protect the basket, forwards make their way to the oppositions basket in order to get into position for a basket or to grab a rebound and lastly, the centres are the tallest of

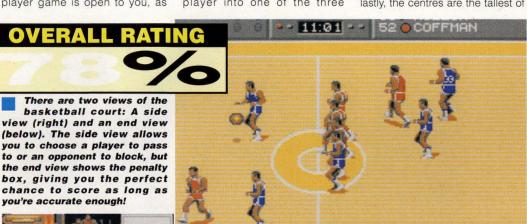
the team, taking most of the shots and catching a majority of the rebounds.

Fouls have also been catered for. One is issued for the following reasons: charging into another player; holding onto the ball for longer than three seconds; slapping the ball from an opponents hands; staying in your area too long as well as a few minor offences. Either a penalty shot will be awarded or the possession of the ball will be given to the opposition. A penalty is played by one man, and standing in the penalty area, he must shoot and score in order to score points. A four player option has been included as well, but the correct joystick adaptor is required, plus a good supply of joysticks!

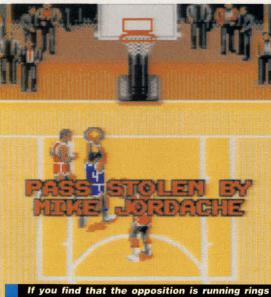
Cinemaware amaze me with every program they release. Whether it be an arcade, adventure, or sports simulator they just can't seem to put a foot wrong, and TV Sports Basketball is yet another program that gives Cinemaware the good name that it deserves. TV Sports Basketball is the best basketball sim. I've seen, and plays really you're well. If basketball freak, or just into sports games, this is

one for you.

T.V. Sports Basketball is yet another graphically superb game from Cinemaware. This is probably the basketball game l've played, including virtually every aspect of the game. The presentation is nothing short of firstclass, but sadly it is lacking in something that T.V. Sports Football had. good effort from Cinemaware, but not as good as some of their latest releases.



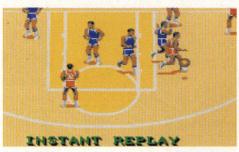




If you find that the opposition is running rings around you and that they seem to have the ball for a lot of the game, you're going to have to block a pass in order to steal the ball.



There are many different types of shot that can be played in basketball, the most visually spectacular being the slamdunk. It's an easy shot to play - just make your way so you are close to the basket and press the firebutton. Yeeha!



A T.V. sports game would not be complete without the option to look back over the last few minutes of play. An instant replay option has been included so you can feast your eyes on the superb shot vou played earlier!

OVERALL RATING 1-196

(Above & below) Every now and then, large grey carrier planes appear and hover at the sides and at the centre of the screen. If shot repeatedly, a small plane will appear and, once collected, it will fly obediently at your side. All is not what it seems, though, and holding the firebutton down sends the plane into action where it explodes, killing anything within a certain radius.





Occasionally, at the end of a stage, there is a lull in the action, and you are given the chance to amass as many bonus points as possible. The view of your plane changes to that of an extreme close-up, and 25 enemy planes descend from the top of the screen. Each one is worth four points, and there are 200,000 points up for grabs if you manage to hit them all.

The action takes place over six levels and, although the enemy planes don't change, their attacks get more heated by the minute.





You are armed with both bombs and bullets.Bullets see to the hordes of airborne planes, but for the stronger ground-based troops, two bombs are needed.

GRANDSLAM £19.99

SCRAMBLE SPIRITS

After a devastating war within its biggest cities had left millions of people homeless, Earth authorities had no other choice but to set up colonies in the previously uninhabitable third world countries. As work began on constructing the massive domes and cities, though, an alien attack formation had appeared from nowhere and had started attacking the already weak defences of the struggling survivors. With very few jets and planes remaining, Earth's only hope was in the hands of a handful of ancient Second World War bombers, freshly wheeled out from their museum home, and sent to take on the alien

So goes the story behind Grandslam's conversion of Scramble Spirits. A member of the 'old school' of shoot'emups, Scramble Spirits is a one or two-player blast set over six vertically-scrolling levels. Seated within the confines of your battered old bomber, you must engage the enemy swarms, and blast them out of existence with your bullets and bombs. The enemy are both ground and airbased but both are vulnerable to your ships firepower. As is the norm in such a game, Scramble Spirit revolves around you avoiding the enemy's fire whilst peppering their attack forces with yours. However, just to make things slightly easier, enhancements can be added to your aging plane along the way by destroying giant plane carriers. Once destroyed, a tiny explosive plane is released and

GRAPHICS

The sprites are reminiscent of the ones used in Firebird's Flying Shark, but somehow don't come across as so effective.

41%

will continue to fly in a circle until it is collected. It will then fly dutifully by your side until it is released into the fray.

DOUG

Scramble Spirits is one of the worst shoot'emups I've played for a long time. The game is a substandard clone Firebird's great Flying Shark, and looks as if it was written on Palace's em - up hoot Construction Kit. The version arcade Scramble Spirits wasn't that great, but expected better conversion than this mediocre affair.

STEVE

Scramble Spirits looks for the world to be a game written using Palace's Shoot'em-up Construction Kit. The sprites have a very cartoony look to them and are visually unimpressive. gameplay has been seen countless times before in games, such as 1943 and Flying Shark. Admittedly, the coin-op was nothing special, but, even so, I would have hoped for a more polished game than this half-baked effort.

SOUND

The usual barrage of blaps and bangs, but nothing that gives the impression of a war-torn fight to the death.

45%

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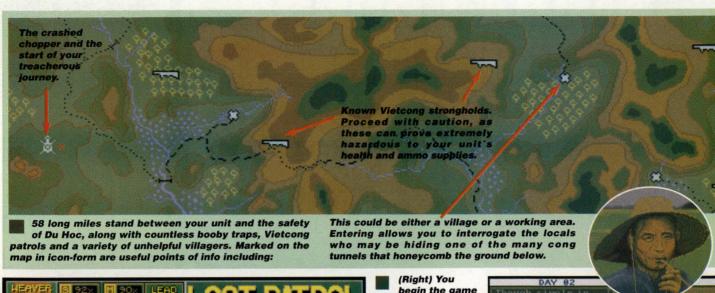
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One of the most important things to keep your eye on is your colleagues` morale. If things start going awry, they will start to rebel and question your leadership. It is best not to annoy them by unjustly killing villagers or the like, because, if you do, they aren't below putting a grenade in your knapsack and 'losing' you in battle.

(Right) All of your actions are controlled from the all-important map screen. From here, you can pace the speed of your unit's marching, pause for a break and 'dig in' for the night. The compass at the bottom right of the screen is used to determine the direction you wish to go, and your actions are often shown in digitised clips taken from old 'Nam films.

(Right) You begin the game armed with a number of grenades, and these can be used in the subgames or left as strategically placed booby traps. There are two types of trap you can lay, but the ball-bearing-spewing Claymores are more effective.





DOUG

Surprisingly, unlike the video scene there haven't been that many Vietnam tie-ins, but the few games there have been were usually quite good. Well, I'm pleased to say that Lost Patrol continues the high standard. The game is really good, with quite a selection of sub-games for you to work out, and the graphics make the game's atmosphere unbelievable. A definite buy, and worth every penny.

The Vietnam war raged on for eleven years, between 1964 to its eventual bloody conclusion in 1975. During this time, 26,800,000 American men were drafted into the army, although out of these only a relatively small 3,300,000 actually served their country. The war was sparked off by America's

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LOST PATROL

wish to stop North Vietnam from falling under communist regime, and the resulting battles saw thousands of young soldiers killed and injured. The war was not a clean fight, with over 80% of the casualties falling foul of the traps that many booby the forest punctuated battlegrounds. Likewise, the Vietcong made use of the many tunnels they had built during their war against the French, but the

maze-like network of tunnels weren't cramped and in danger of collapsing as would be expected. On the contrary, they were large and spacious, and doubled as hospitals, soldiers' quarters - and there is even a story of the Vietcong stealing an American tank, and taking it below ground and using it for tuition purposes! By the end of the war, 57,605 American soldiers had been killed in action; 303,700 had been

GRAPHICS

The still shots are brilliant, and it is surprising how many shades of green there are! Likewise, the map screens have been tarted up with the inclusion of digitised stills. The arcade sequences could have been more detailed, but are good all the same.

76%

wounded; and a further 5,011 soldiers are still missing and unaccounted for. Casualty numbers for the Vietcong aren't known, but they are thought to be roughly the same.

Ocean's Lost Patrol places you smack-bang in the middle of this most-dangerous war, and gives you the unenviable task of guiding your small squad of



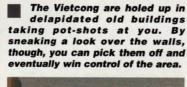
The only safe place in the game - Du Hoc. Reach here, and your mission is over.

come across a lone VC soldier, and a one-on-one beat'em-up will ensue. Using both your fists and you must deck the VC before the strict timelimit runs out and your socalled mates move on, leaving you for dead.

Occasionally, you will



If you stumble across a minefield, one of your men must dust a path through it. his hands and knees, he must be guided through the deadly area, making sure the path infront is clear. Once through, the rest of the platoon can follow.









The VC use machine-guns to pick off your men, but these can be taken out with a well-aimed grenade. As they shoot from behind the hedges, you must prime a grenade and make sure that you throw it before it goes off. Keep the mouse button depressed to determine the strength of your throw.

atmospheric tune accompanies the action, and each sub-game has its own relevant spot effects. Overall, they combine to make an almost film-like soundtrack

soldiers through the dangerous territory of the cunning Vietcong. The year is 1965, and the war is in its infancy. Whilst on a routine reconnaisance mission on a sunny June day, your chopper was brought down by enemy gunfire and was forced to make a landing in the middle of the dense jungle. The chopper a write-off, you and your six colleagues must make your way on foot through the Vietcong-patrolled land, keeping an eye out for booby

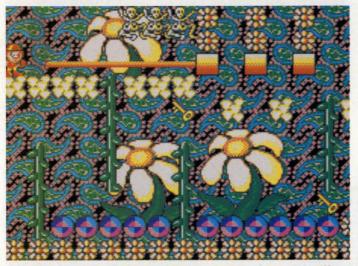
Looking superficially like Lords Of The Rising Sun (especially the scrolling map), Lost Patrol is a graphical masterpiece. Every aspect of the game has been given the full works, and little touches, from the digitised sequences on the map screen to the still pictures that precede each new location, make the game a visual delight. The one problem I did find with Lost Patrol, though, was that, despite its size - and it will take ages to get to Du Hoc - there weren't enough sub-games to keep it varied. Instead, I kept coming up against the same ones which, when mastered, detract from the game's long-term appeal. Still, apart from that, Lost Patrol is an involving game that had me playing 'till the wee, early hours, and is thus worth a look.

traps, minefields and enemy patrols, whilst also attempting to keep control of your men and their morale. Your ultimate aim is to reach the US base at Du Hoc. but it is 58 long miles away, and already you are having to ration both food and ammunition. Aside from the obvious threat from the Vietcong troops, the morale of your men can be your greatest enemy. If you make too many mistakes, or do something the men don't agree with - like torching a village or executing innocent villagers after questioning - they will begin to resent your command. However, whilst staying on the right side of your men, you must also make sure that there is enough food around, and this may mean

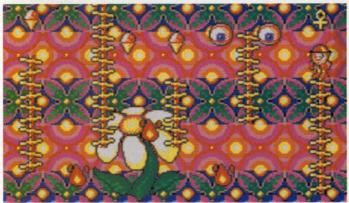
Ocean have been busy these past few months. churning out games that ooze quality, and Lost patrol is no exception. Sheer graphical excellence makes it a joy to play, and the eerie tune makes you wonder when the V.C. are going to attack. My only complaint is that the sub-games seem to be a bit on the sparse side, but that doesn't detract from the high overall appeal of the game. On the whole, Lost Patrol is another brilliant game by software giants, Ocean.

raiding the supplies of the local villagers - in addition, their respect will grow if you manage to guide them safely through the many ambushes and confrontations you will encounter.

Every now and then, a large door will block your way. Mindless idiots will try and blow it apart, but try not use the obvious method and use a key?



Many monster will jump around the screen after you, but if you are careful enough to aim your shots, they will turn into a skeleton and fall off the screen.



Lives can often be in short supply, but Ankh's can be found to replenish your life force. Four of these symbols must be collected before you collect a whole life.



The shop always welcomes your custom, and a Maggie Thatcher sound-alike offers to sell you something. If you have enough money, you can buy her entire stock!

In the bleak month of January, Indiana Stallone, Kid's uncle, was sharing tea with his nephew. He spun a yarn of when he was young, and Kid, knowing that this was a recipe for boredom, quickly darted out of the room leaving Uncle Indiana talking to himself. Kid had had enough of how Indy had ventured through lush rain forests in search of a fabled amulet, or battled a prehistoric caveman as if he had actually lived in those days. Kid thought his Uncle was past his 'sell-by date', so to speak. Kid entered the old mans room, and started sneaking around. Whilst he was

Logotron have attempted to recreate the immense platform playability that games such as Super Mario Brothers. Kid Gloves is not a bad attempt at a decent platform game, offering a lot more than your average platform game, such as the ability to use magic as well as many other things. In a nutshell, Kid Gloves is an good little game that will keep the platform addict amused for hours.

looking, he found an old pair of musty boxing gloves that Indy had talked about, and being the naturally inquisitive sort, he picked them up and tried them on, pretending to be a great boxer.

Much to his surprise, the gloves started to glow, and then sparkle. Kid thought this to be very strange and tried to lever the gloves off but to no avail. A bright flash stunned Kid's senses...

Groaning, Kid climbed to his feet and squinted at the scenery.

Whilst by no means a classic, Kid Gloves is one of the best platform games to appear of late. Combining elements of **Great Giana Sisters with** the aesthetics of Axel's Magic Hammer, Kid Gloves doesn't wow you on the graphics or sound fronts - although they are far from bad - but concentrates on the playability and, to an extent, it succeeds. The main problem with the gameplay is that, unlike the likes of Rick D., it tends to get a little repetitive.



Now this is more like it! This is photon death at its best, and it cuts through opponents as if they weren't there.

He did not recognize where he was. He couldn't still be in his Uncle's study, could he? Wherever he was, he could not explain the reason for the tall palm trees and the squawking toucans. He tried to summon the magic from within the gloves again, but nothing happened. Kid was stuck here - for the time being, anyway. By this time, his presence had been noticed and an incredibly large man came charging towards him. Quick-thinking prompted Kid to pull out his catapult and let fly with some coins he found in his pocket. A lucky shot it may have been, but the coin hit the man square in the forehead and knocked him over.

You play the part of Kid, a young hero, who is trying to fight his way home through many levels. Along the way, Kid will be confronted by obstacles that he will have to negotiate, like the giant ogre that attempt to flatten our childish hero underfoot. To begin with, you only have your catapult, but by collecting the various bags of currency that just happen to be hanging around. You then have to find a corner shop in which to spend the money. Once inside, the shop keeper (sounding incredibly like Maggie Thatcher!) will try to be of service. If you possess enough money, extra weaponry such as a

SOUND

There's not a lot you can say about the sound, apart from what is there is generally of a high standard. The sampled speech included makes for a better game.

65%

flamethrower or a laser gun can be bought, increasing you chance of survival. Extra lives can be bought, and you can also stock up on magic spells. These are cast by pressing return, and although you only have three to begin with, they can turn out to be very handy indeed. There are six in total - their uses ranging from opening locked doors to freezing your opponent. If you think you are proficient enough to jump your way through the different worlds, I'm sure there will be a huge nasty that will gladly prove you wrong!

DOUG

Platform games seem to be making a bit of a comeback, what with Switchblade and Rick Dangerous; and like the latter, Kid Gloves is a real corker. The game play is very good and no sooner have you turned off the computer, than you'll want another go. The fact that you can't choose what spells you want to use can be very annoying, but apart from that Kid Gloves is a smashing little game.

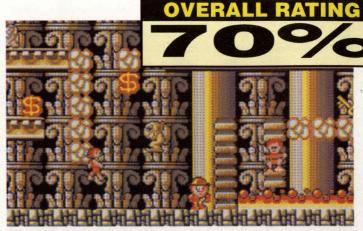
GRAPHICS

Small but detailed sprites that move fairly smoothly around the screen. Use of colour is above average, and a good attention to detail - the shadow cast on some backdrops was especially impressive.

63%



(Above & right) Although this fiend towers above you, he's not as tough as he makes out. A few blasts from your weapon are enough to destroy him, and before long he'll disappear as the Grim Reaper!



Many of the surfaces are safe to walk on, but obvious materials such as molten lava and red hot flames aren't too good for your health.



Amongst the many different eras that have been accounted for, the ice age can hold a challenge as you fight endlessly towards the completion of the level.



Kid is also a master of magic, and with a quick Ala Kazam, he'll cast one of his limited spells.



Green berets? Ha, I laugh in the face of them. The S.A.S.? just a bunch of pansies. There no match for an Elite soldier from the twenty-first century! Yet more modern military action is open to you when and if you decide to jump in yer' 'camo's' and show the terrorists the meaning of 'Megadeath'! All you need is a

big gun, a couple corny quotes like 'Eat this!' and you're away!

Set in the near future, and is based around the hardiest combat soldier of them all - you. There is one major difference though, because instead of being the average Rambo type, you are the complete opposite -A well 'ard female with muscles bigger than you and I put

together! The opening sequence allows you to arm your soldier with the desired weapons, ranging from the state-of-the art laser cannon to a good ol' submachine gun. If you don't like your appearance, you can always hide it beneath armour, but this drastically reduces your movement and agility. There are a number of options open to you before you pick your arsenal do you quietly creep in and back out again once the mission has been completed, or shall you charge in, guns blazing, and mow the terrorists down. Which ever way you decide, little thought has to go into tactics.

Once you are out in the heat of the battle, all thought of softlysoftly tactics are thrown out the window and your trigger finger takes over. A combination of the mouse and joystick or the mouse on its own is yours, using the joystick to control the character and the menu screen. Options like open doors and pick are items are accessed from here. and there is also the ability to change the colour of the view screen! Remember your motto, because you must abide by it -'Any time...Any place...Any war!

I'm afraid Soldier 2000 didn't rate very high in my books. Although equipping your soldier is quite fun at first, it soon becomes becomes very irritating when you have to equip her each time you die. The game itself is very tedious, and even the gory remains that are left when you shoot someone tend to get on your nerves. There are better games around.

The only thing that stops Soldier 2000 from being an average, run-of-themill beat 'em-up/shoot 'em-up is the ability to select your arsenal. The gameplay is generally good, but the graphics and sound leave a lot to be desired. With the quality of games as high as they are today, it makes me wonder why people program duff games like this one. As for the motto, I'm afraid this is not the war for me.

Sonically, the game has little to offer, apart from your average bleeps and bangs as you let off a few shells.

Large sprites that move jerkily around the screens are far from detailed. Poor use of colour and which detracts from the overall appeal of the game.



This is where you select from the massive inventory of weapons. What will it be the old but effective pump action shot-gun, or the back-pack laser.



(Below) The screen changes to first person perspective when you enter a room and in front you spot a hostage. Don't shoot him, or the ammunition near by because you'll need that



As you strut around the screen, a horde of thugs will come charging towards you intent on spilling your blood. Stop them in their tracks, otherwise we will need another hero.





(Left & above) Armour is a very handy thing to have, but once you have strapped it on, you'll move like a slug. Do you wish to sacrifice your agility for protection or would you rather try and dodge the bullets?

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A.P.B.: Great Drivin'. After the War: A Nuclear Holocaust. Altered Beast: Half Man Half Beast. Aquanaut: I Thought Jaws was Scarey Austerlitz: Replay Napoleon's Battle. Black Tiger: Face The Dagon of Hell Cabal: Load Up and Fire. Caste Master: Castle of Eternity Chaos Strikes Back: It's no Picnicl Chase HC: Arcade Game of the Year Combo Racer: Suberb Sidecar Racing. Conqueror: Drive the Devil's Machine. Continental Circus: Race Hardl. Cross Bow: Legend of William Tell Cyberball: The Bionic Players. Damocles: This could be MEGA. Defenders of the Earth: Flash Gordon Die Hard: Parly's About to Explode Dominion: Fight to the End Double Dragon II: The Revenge. Dragon Flight: Three Years in Production Dragons Breath: Ind FREE Spellbook Drrikhen: Can you Save the World? Drivin' Force: Grab Yorkie Burgeon Master: All Time Great. E-Motion: A West Berlin 1949. Emilyn Hughes Arcade Quiz. European Space Simulator: F28 Retaliator: Nothing Comes Close Falcon: The Best Just Gol Better. Fighter Bomber: Feel the Thrill. Fire: In the Hof Seat of a Helicopter Fire othal Man. II + FREE Expansion Kit Full Metal Planet: The Fight Stuff. Full Metal Planet: The Flight Stuff. Full Metal Planet: The Flight Stuff. Full Metal Planet: The Hight Stuff. Full Metal Planet: The Hight Stuff. Full Metal Planet: The Hight Stuff. Heavy Metal: Battle Till You Bleed. Hond of Shadow: Beware. Horse March Standard Representation: Planet Repres	.14	.9
A.P.B.: Great Drivin'.	14	9
Altered Beast: Half Man Half Beast	16	.9
Austoritz: Panlay Nancion's Pattle	.16	.9
Black Tiger: Face The Dragon of Hell	16	.9
Cabal: Load Up and Fire	.15	.9
Chaos Strikes Back: It's no Picnic!	16	.9
Chase HQ: Arcade Game of the Year	15	.9
Conqueror: Drive the Devil's Machine	16	.9
Continental Circus: Race Hard!	14	.9
Cyberball: The Bionic Players.	.14	.9
Damocles: This could be MEGA	15	.9
Die Hard: Party's About to Explode	16	.9
Dominion: Fight to the End	16	.9
Dragon Flight: Three Years in Production	16	.9
Dragons Breath: incl FREE Spellbook	21	.9
Drakkhen: Can you Save the World?	19	.9
Dungeon Master: All Time Great	16	.9
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Ghouls 'n' Ghosts: This'll Scare you	16	.9
Gravity: This is No Simple Blast	16	9.9
Heavy Metal: Battle Till You Bleed	16	5.9
Hound of Shadow: Beware	16	9.9
It Came From the Desert	21	.9
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MidWinter: "Game of the Decade"	22	2.9
Moonwalker: Wacko Jacko at his Best	16	5.9
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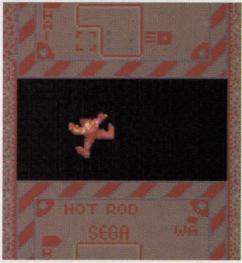
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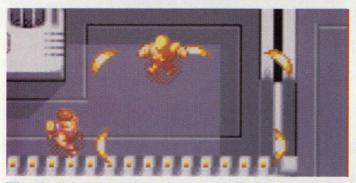
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ALL SHOPS ARE INDEPENDENT BARGAIN SOFTWARE, 60 BOSTON ROAD, LONDON W7 3TR (Below & right) Ben and Andy both start the game with a limited supply of ammunition, which is whittled away as you blast a trail through K's cyborg army. However, extra weapons can be gained by opening the small pink boxes that are dotted throughout the level. Failing that, they can even resort to a bout of hand-to-hand combat - but this isn't recommended, as most of the enemy carry guns and shoot you as soon as you get close.



K's lair is a deadly place, and the many corridors and seemingly. innocent vehicles can prove just as deadly as the guards patrolling them. As you parked pass vans, squads of robots pile out, killing vou instantly, and it isn't uncommon for a bridge to disappear from under your feet, revealing a deep not to mention deadly - chasm below!





As well as the various machine-guns and bazookas the boys carry, they also hold a small supply of high-powered grenades. Activated via the keyboard, these are thrown whenever things get too hot to handle and kill anything remotely harmful on the screen at the time of detonation.



Crackdown is much better when played with a friend. An element of competition is added as you try to steal extra supplies from under your colleague's nose, or just relax and let them cop all of the flak.



US GOLD £24.99

CRACKDOWN

DOUG

Crackdown is basically Gauntlet with a few less monsters and a few more weapons. The game is quite easy and most of the time I found that when I did die it was because of the iffy control system. Even the two player game (that's usually always good for a laugh) didn't seem to improve the gameplay, and still the game seemed lack something. The game looks brilliant, unfortunately that's as far as it goes.

Converted by Arc Developments (the team behind the conversion of Forgotten Worlds) from the Sega coin-op, Crackdown is a maze-based shoot'em-up played over sixteen levels. Gathered information from numerous sources has brought the activities of a certain Dr. K to the government's attention. Apparently, K was a failed genetic scientist who was forced to quit his past career due to the constant mocking of his fellow doctors at his outlandish theories regarding cybernetics. Seeking refuge in a small, deserted city, he holed himself up, experimenting on both animal and human tissue until he finally came up with the evidence that would silence his ex-colleagues' mocking. K perfected the art of grafting



Both of our heroes begin the game with five lives, and three credits in tow. But these are soon eaten up as your heroes are killed by bullet wounds, fatal falls and even crushed by a demolition crane's swinging ball!

Each level is made up of a maze of corridors, and, using the heatseeking map at the top of the screen, you must make your way through and plant your bombs. The spots where the bombs must be laid are indicated by conspicuous red crosses, and you are given a glimpse of how much time is remaining whenever a bomb is primed.



robotic parts into living flesh, creating the powerful armed robots that now patrolled his base. However, there was a price involved in silencing his sceptics his sanity - and it is believed that Dr. K is now intent on world domination, and has prepared a number of cyborg armies with which he will seize power. Accordingly, two of the FBI's best men, Andy Attacker and Ben Breaker (can't you just tell that this is a Japanese coin-op!), have been dropped into K's lair with orders to plant three or more bombs on each level of his multistorey base, and ultimately make it to the top floor laboratory and kill the deranged scientist.

The game begins with our two heroes entering the lowest level in K's domain. Each level is a maze of corridors or obstacles, ranging from scrapped cars to lava pools, and the evil doctor's biomechanical guards constantly patrol these areas, shooting anyone they come across. Luckily, both Ben and Andy have been well equipped to deal with the robots, and are armed with a gun, a limited supply of ammo, and a small cache of smart bombs which, when released, will kill any robots on the screen at the time. In addition, small extra weapon

pods are located on the floor and can be passed over to re-equip our heroes with powerful weapons, such as bazookas, grenades and the like. In addition. if the worst comes to the worst, the two agents can engage the enemy in hand-to-hand combat although this can prove extremely dangerous and normally results in the loss of one of your five lives (although you do start the game with three credits in tow). As you run through the robot-infested levels, you must constantly keep an eye out for the conspicuous red crosses that are marked on each stage's floor. These indicate where the bombs should be laid and, to begin with, Andy and Ben must place three bombs per level

The sprites are a bit small, but as they were converted from the coinop, no complaints there. Apart from that, the game looks OK, with the later levels' backdrops looking particularly nice and detailed.

and escape before the everdecreasing timer expires; but on later stages, more bombs are needed.

I remember playing a Crackdown coin-op and coming away relatively unimpressed. So it was with great surprise that I found myself enjoying U.S. Gold's conversion. Normally when a lack-lustre coin-op is transferred to our beloved machine, it remains just that. Somehow, this hasn't happened to Crackdown. The game is a fast'n'furious maze-based shoot'em-up with plenty to blast and little to think about and, whilst it isn't going to last you long, it plays well. There are a couple of annoying faults (you often unavoidably lose a life when you can't line up with an enemy in time), but nothing too bad, and Crackdown is a worthwhile blast.



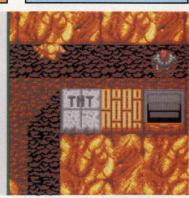
Not brilliant, but more than adequate. There are a few nice FX here and there, but more could have been done.

U.S. Gold have come up with a good quality Sega coin-op conversion with Crackdown, and although it doesn't look anything special include or stunning sound effects, it offers absorbing gameplay to someone who enjoys a good blast. Crackdown is at it's best when in two player mode, and this makes it nearly as good as the classic Gauntlet 2. Crackdown is a good conversion of a playable coin-op that will appeal to fans of the arcade game.



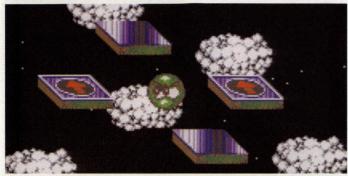




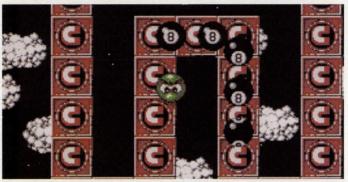


(Left & above) Dr. K's domain covers 16 levels, and as you make your way towards the twisted prof's hideout, you will pass through lava-surrounded landscapes, deadly scrapyards and even across rooftops. However, whilst the scenery changes, the enemy don't, and continue to dog your every move.

Cloud BB oms (W) Cloud



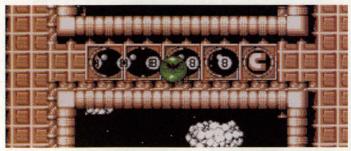
You have a choice of four different levels to choose from, but which will be the easiest? Well, there's only one way to find out, and that's by trial and error.



You have a choice of four different levels to choose from, but which will be the easiest? Well, there's only one way to find out, and that's by trial and error.



Just because you're in the middle of a large platform, it doesn't mean you're safe. Hidden holes are everywhere, and one wrong roll can mean death.



Collecting one of the various items, your ball closes his eyes and goes straight through the deadly 8-balls. Be careful though, because this ability only lasts for a little while.



There's only a few more diamonds to collect, but if you've got a lot of time to spare why not collect some of the other objects.

LOGOTRON £24.99

CLOUD KINGDOMS

If you take a look at today's top selling games you'll find one thing in common, and that's the cute characters that star in them. These cute characters started appearing in games a few years back, with cult figures such as Rockford and Gribbly (who haven't been heard of by a few of us), and even today, we still have games such as Bubble Bobble and New Zealand Story with their baby dragons and kiwis getting high positions in the software charts. Well, Cloud Kingdoms is another game that has you controlling a cute little sprite fighting the forces of evil, but will it be able to keep up to today's standards?

The character you control is in the form of a small rubber ball, and with your help, he must collect all the diamonds within the Cloud Kingdoms. This isn't going to be easy though, for several reasons: one, the Cloud Kingdoms are where their name suggests, up in the clouds, and care will have to be taken unless you want your little friend to slip off the edge of one of the platforms and fall to his death (being rubber isn't going to help him either); and two, the Cloud Kingdoms don't just leave their diamonds lying around unguarded. A horde of mean eight-balls have been enrolled to

DOLLG

Although this is the first game of its type for Amiga owners, anybody who used to own a C64 will probably remember a game similar to this by Thalamus, called Quedex. Kingdoms Cloud certainly very addictive, and at times extremely frustrating, and overall I consider it to be quite a playable and entertaining little game. For those of you who liked Quedex, this game is probably the you have been waiting for.

bump into any trespassers until they can take no more.

There are 32 kingdoms to search, and you only have a certain amount of time to find all the diamonds and make your escape. When you start a kingdom, a timer at the bottom of the screen will read 99, and as you wander about the level it will gradually count down. If you die, ten seconds will be taken of your time limit in exchange for a new life. Keys and various other objects will need to be collected as well, and used to gain access to some, otherwise out of reach, gems. Random items appear now and then, and big points can usually be gained if they're collected before they disappear, but if you manage to collect a treasure chest, you are teleported to a special bonus level with tons of goodies to collect.

SOUND

A small piece of music on the title screen, but not much in the game to keep you amused.

61%

STEVE

I think Cloud Kingdoms is a surprisingly addictive game, that offers hours of fun to the player. The controls are easy to learn, yet hard enough to test even the hardiest games players. One thing I did notice, was the apparent lack of levels - with only thirty two, the average player could complete them after a few days of trials and tribulations. Cloud Kingdoms offers a great deal to the player, and should keep anyone happy for many a long hour.



aren't the only bad things you have to deal with. Hidden traps, such as black holes are dotted around the platforms in some kingdoms, and just when you think things are getting easy, you can find yourself falling to your death. Magnets are another problem, and these will stop you from being able to jump into the air (making it a lot harder to avoid those tough eight-balls). All your skill and judgement will be needed to guide your rubber ball around the maze of tricky kingdoms, if you're to survive a single level.

GRAPHICS

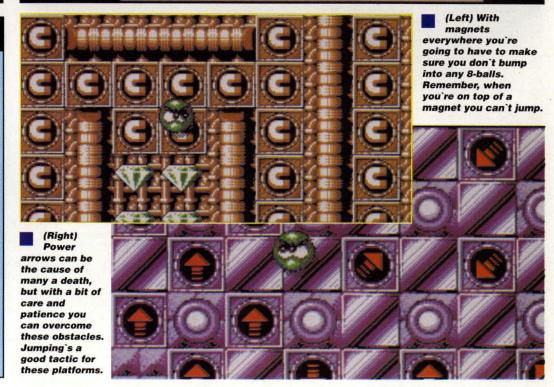
The graphics well drawn, but the thing that annoyed us was that each level was made up from shades of the same colour, making it rather boring to look at.

67%

ALEX

After initial some problems with controls, I found myself drawn into Cloud Kingdoms. The roll-around style action is similar to that of Thalamus's C64 game, brillaint Quedex, but takes the concept one step further by adding hostile nasties and extra features. As mentioned, control of the little green ball takes a while to master, but the controls aren't so bad as to put you off, and, with a little bit of practice, it becomes second nature. A very clever and original game which is most certainly worth considering.

If you can't jump a gap, why not fly it; and with the aid of the wings icon this is possible. Just make sure you're able to get back again.



GRANDSLAM £19.95

SPACE HARRIER II

Having saved the Fantasy Zone from the evil alien invasion, the last surviving member of the Space Harrier Corps. has been sent to clear the neighbouring planet of Fantasy Land from a

similar attack. Unbeknown to our hero, the attack has been engineered by a renegade member of his old platoon, the Dark Harrier, so not only is the fate of the planet at stake, but the honour of his old Corps. Once again, his mission will involve flying across the danger-

GRAPHICS

Nice, big and bold, but somehow the update doesn't seem as fast as in Elite's version. Likewise, the enemy formations seem a bit bland.

58%

SOUND

All the old sound effects are there and, although not impressive, they serve their purpose.

50%

filled surface of the planet, whilst blasting a trail through the hordes of alien creatures and spacecraft that now control the cities, whilst simultaneously avoiding their continuous fire. There are twelve cities to liberate in all, each of which is governed by a huge mutant at its centre. Space Harrier must make his way to each of these guardians, and systematically kill them. Once all twelve are destroyed, the Dark Harrier's control over the planet will be ended, and your mission completed.

You begin your task seated within the safety of a matter tranporter and, from here, you can select which of the twelve cities to free first. Once selected, your red-suited Space Harrier is deposited on the planet's surface and left to fight his way to the end. As in the first game,

STEVE

I really like Elite's Space Harrier, but I'm afraid that this 'remix' of the game idea, complete with new monsters, just doesn't measure up. The graphics and sound are more than adequate, and the update is good, but the gameplay just doesn't seem as fast or as impressive as it did when the original conversion arrived. Space Harrier II isn't an essential purchase.

our hero is armed with his trusty pulse laser, and this is used to pick off the alien formations as they appear from both the horizon and behind you.

ALEX

Virtually everybody has heard or seen the so-called fabulous Space Harrier series at the arcade before, but the reason they are so successful is the inclusion of a hydraulic chair - without it the game is monotonous. The graphics have been produced to a high standard and the scrolling is very smooth, but I still didn't find it very exhilarating. Personally, Space Harrier II is a dull game that I won't be playing for pleasure for very long.

Once again, the enemy appear from the horizon and from behind the Space Harrier, firing as they come. As they attack in waves, the best method is to line up so that you kill the first alien, and then let the others run into your line of fire.



Our red-suited hero begins his quest standing on a teleporter overlooking the troubled cities of Fantasy Land. From here, he can select which city to liberate first, but once beamed down, he must take each of the cities in the order they come.



(Left & right)
Space Harrier II is
billed as a `remix`
rather than original
game. In fact, old
faces make another
appearance during the
levels, but, for the
most part, the end-oflevel guardians are
new - but the method
for destroying them
remains the same.





(Right) Sometimes, your battles will take you underground, and the familiar chequered floor pattern extends to the ceiling. This doesn't cramp the play area, but you now have to contend with ceiling-based hazards as well.



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Owners of the original Dragon's Lair will be pleased to note that there is an option to link the two games together, expanding the game to an eleven-disk epic!

Escape features a built-in helper. This small icon is situated at the bottom of the screen, and indicates which move Dirk should perform next. However, should you opt for the higher difficulty levels, you are given less time in which to react, making the game considerably harder.

READYSOFT £44.95

ESCAPE FROM SINGE'S CASTLE



As you get closer to the mysterious shifter's lair, your helper goes beserk, offering no help at all - and when this happens, you're on your own!



Meet the 'Giddy Goons': purple, ape-like creatures who, given half a chance, want to have you over for dinner - as the main course. With a quick swish of your sword and some rapid climbing, though, you should be safe.

Doug

Although easy, I really enjoyed Space Ace. Yet, for some reason, Singe's Castle is a step backwards. It doesn't seem as well produced as Space Ace, and the graphics look weaker and aren't so well animated, but the options make the game a bit easier to get into although I did feel the 'helper' tended to give the game away. Basically, Escape From Singe's Castle is a nice looking and sounding game, let down limited gameplay.

Dirk The Daring, hero of the original Dragon's Lair, is back! Having successfully slain the evil Singe in the first game, he was rewarded with a kiss from the adoring princess. However, their budding romance was to be prematurely ended, as the mysterious shape-shifter, an evil being of unknown magical powers, appeared from the shadows and whisked poor Daphne away to his dark lair. So, sword in hand, Dirk must once again do battle with the forces of evil as he prepares to free his prospective bride from the shifter's clutches.

Once again, you step into the quaking boots of our cowardly hero, and control his actions as he battles towards his fair maiden. Every effort has been made to



(Left & above) As in the first game, the crumbling buildings prove just as deadly as its strange inhabitants, and Dirk often finds himself in sticky situations with the floor disappearing from under his feet or door handles suddenly turning into strange lizard monsters.



make Singe's Castle more userfriendly than the past conversions, and a comprehensive option screen allows you to tinker with the many parameters within the game. As well as options which allow you to select whether you want the screens to repeat, or the number of lives you begin the game with, there is a link option that allows you to incorporate the original Dragon's Lair game into Singe's improved gameplay effectively making the game twice as long. In addition, as people complained that the original game was slightly too hard, three difficulty levels have been incorporated, and a useful 'helper' icon is shown at the bottom of the screen to indicate the direction Dirk should take. However, to stop this spoiling the game too much, when you choose to undertake the hardest mission of all, the one that will take you to the shifter, you will have to be extremely quick on the draw to perform the moves successfully. Finally, retained after its success in Space Ace, Singe's Castle is equipped with a 'save game' option, which allows you to

position. As is the norm in this series of conversions, you control Dirk's actions at strategic points during the game. Using the joystick's

restore your game from a saved

firebutton, you can make Dirk jump, dodge and swing his mighty sword, as he faces the evil forces within the shifter's castle. However, should you perform the wrong action, Dirk will be killed in a humorous cartoon interlude, and one of your lives will be lost. All in all, there are some eleven stages in the game, but these have been split into clusters of four or five screens, making the game roughly the same size as the aforementioned Space Ace. Along the way, Dirk will be attacked by all manner of creatures, including levitating anvils, scalding mud monsters, and the evil Lizard King who proved to be such a pain in the original Dragon's Lair coin-op.

directional controls and the

(Above & left) A lot of the scenes in Escape From Singe's Castles are ones that couldn't be included in the original game. And this includes Dirk's lengthy battle against the Lizard King - a battle that ends with the scaley monarch nursing a nasty stomach ache!

Lots of shrieks, moans, and other monster noises, all of which are up to the high standard of the other games. The intro ditty can prove annoying, though.

Using your 'helper', you should be able to learn the patterns needed to defeat the shifter's cronies, but as you get closer to the evil creature, your helper will become useless, and you'll be on vour own...

Well, despite those two miseries, I quite liked Singe's Castle. OK, so it suffers from the same sort of problems that Space Ace and the first Dragon's Lair did, but, somehow, this one seems just a bit more playable. Graphically, it is well up to scratch, although I did notice several animation sequences repeating in different screens. The sound is also of a high standard. Once again, though, even without the 'helper' option, the game is too easy to complete, and thus doesn't offer good value for money.

As was to be expected,

they are superb. They

don't seem to be quite as

polished as those of

Space Ace, but they are

varied and colourful.

Somehow, Escape From Singe's Castle seems to be the weakest game to arrive from the Bluth studios. As expected, graphically and sonically it is superb, but, even so, the graphics don't seem as polished as those of Space Ace. The opening screen and its many options the 'helper' especially - attempts to solve the gameplay problems the first two titles suffered from but, if anything, it makes it too easy. In addition, the game often changes the order of sequences within a stage, drawing cries of 'cheat!' whenever it unfairly claimed a life. A typically well-produced release, but definitely the weakest in the series.



Standing between you and the entrance to the shifter's castle are some scalding mud pools pools that are inhabited by the messy mudmen. Intent on your demise, you must spend four screens avoiding their gooey clutches before leaping to safety.

Jumping on a remote-controlled mechanical horse, it suddenly bucks into life and starts running straight at walls and into roaring fires before grinding to an abrupt halt.





Standing in a doorway, Dirk is horrified to see a massive anvil rise off the ground and fly towards him. After this, other metallic objects start springing to life, all of which prove hazardous to our hero's life.



Using one of your precious keys you open a nearby chest, but unfortunately your only reward is the loss of some armour. Luckily not all of the chests you come across are trapped.



There's quite a few of these little guys hanging around the place, and each of them means good news. Sometimes they give you money, sometimes advice, and when you're really lucky he might take you to a shop.



Standing just outside the dungeon entrance, you check to see whether you have enough keys to open the various chests within the secret cavern.



At last you make it to one of the dragons, but will you survive to see the next one? Well there's only one way to find out, and it's best to go down fighting.



Armour and weapons are the most important things that you can purchase from the shop, but if you haven't got that much money there's a few other cheaper sundries you can buy.

US GOLD £24.99

BLACK TIGER

Long, long ago, people in the kingdom were happy, and law and order was held high. But then one night, without any warning, three dragons swooped down from the heavens bringing death and destruction. Within a short time of that first night the kingdom fell, and the few people who survived were taken as slaves for the three mighty beasts. Many years have passed since that day, and no force has become even

STEVE

Black Tiger is a strange little game. When started playing it, I went for ages without losing a life and came away relatively unimpressed. Yet, after a while, I wanted another go. The game is a straight port from the ST version, with nothing added on the graphics and sound front. The scrolling isn't as smooth as in past Capcom conversions, but the game succeeds in the gameplay department. By no means the best game to arrive from the Capcom deal, Black Tiger is a playable little game, but don't expect to be playing it in a month or two's

half as strong as the dragons' army of orcs and other such vile creatures - that is, until the Black Tiger arrived. No one knew who he was, only that his objective was to bring the downfall of the tyrannical dragons. Although he was only one against many, all of the dragons minions feared him, and many fell under the ferocious blows from his mighty mace. Black Tiger was the dragon's bane.

Starting with just a humble mace, you must make your way through the various levels encountering and defeating each of the three dragons along the way. Monsters will assail you at every corner, but most can be

ALEX

After the hype that has surrounded the release of Black Tiger, I'm a little disappointed with what I thought was going to be a top-notch game. Instead I found that the graphics, although very nice, were nothing special, the same going for the sound. It's quite addictive and will offer a few hours of fun, but I'm afraid the appeal of the game will wear off after a short while. A real disappointment.



You let loose with all your weapons as a rather nasty looking monster charges you, but all you get for your efforts is the measly sum of one zenny.

Not quite as good as the graphics, but nevertheless adequate for the game. There's enough sound effects to keep you going.

disposed of with a few blows from your mace. However, once a monster has been killed, he will leave some zenny coins (the same currency that was used in the ever-popular shoot'em-up, Forgotten Worlds) which can be saved up and then used to buy various useful items from the shop, that can be found here and there in each level. Better weapons and armour are the most useful extras, but extra keys and a few other things can also be bought.

But spending zenny isn't always necessary, for dotted around the platforms are a selection of jugs that, when smashed, will usually leave some kind of useful object. Chests can also be found, and these are where the keys come in. By simply walking past a chest (if you have a key), it will open up to reveal its contents. But beware, for some of the chests are booby trapped, and you might end up getting killed by a fiery demon. As well as your mace, you also carry an unlimited supply of daggers that are thrown each time you press the fire button, taking out monsters that are approaching from above. Quite a few enemy attacks can be sustained before you lose a life, but some creatures have the ability to poison you, and when this happens you'd better find a

Pretty good stuff. Each sprite has been well drawn and animated, and there's a good selection of them to look at. The dragons and scenery are good as well, enhancing the overall effect.

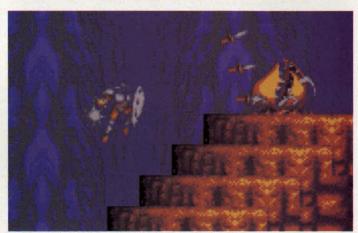
healing poition - and quick. If that wasn't bad enough, when you are poisoned, you haven't enough strength to throw the daggers as well, making you even more vulnerable.

In each level there is a bonus dungeon, and within each of these special dungeons are loads of chests that are just waiting to be opened. But if you are killed in one of the dungeons you're not allowed to enter that particular one again. So don't make any mistakes.

Capcom excelled themselves this time, coming up with an almost arcade perfect conversion. Black Tiger's graphics are nearly gameplay is identical. The extra weapons and dungeons you keep interested. various traps keep you alert and ready for anything. Without a doubt Black Tiger is one of the best platform games I've seen this year, and well worth your money.



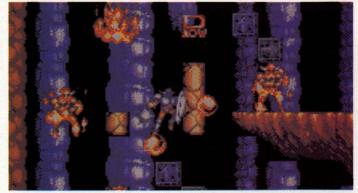
There's plenty of jugs to pilfer within the layout, and the best reward is when there's zenny inside. Keep your eyes open for those sneaky monsters though.



A plant moves up and down in front of you. Stand back, get out your mace and let him have it. Don't take any chances with these poisonous pests.



Walking up to a stone wall, it suddenly comes to life and attacks you. Manage to kill this enemy and you'll get a lot of zenny.



Quite a handy little item this. Each time you pick up a POW, your attack damage will be increased. Very handy for making short work of the various monsters.

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